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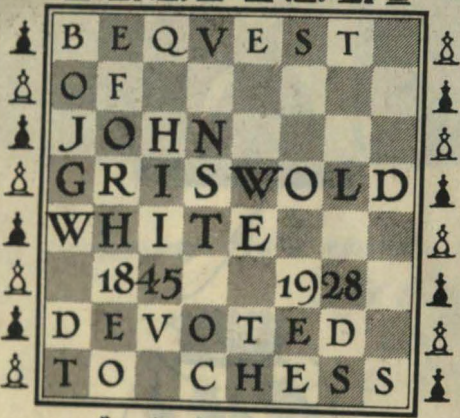

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GIOACHINO GRECO

ON THE

GAME OF CHESS:

TRANSLATED FROM THE FRENCH.

TO WHICH ARE ADDED,

Numerous Remarks, Critical and Explanatory,

BY

WILLIAM LEWIS,

AUTHOR AND EDITOR OF SEVERAL WORKS ON CHESS.

LONDON:

Printed for the Editor, and Sold by

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PATERNOSTER-ROW.

1819.

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THE RIGHT HONOURABLE

LORD HENRY SEYMOUR.

MY LORD,

ALLOW me to express my thanks for your Lordship's condescension, in permitting me to place the present work under the protection of a Chess Player so eminently skilled in the game as your Lordship.

My object has been to facilitate the knowledge of this celebrated game, and to increase the number of its admirers and good players:—if I should be thought, by your Lordship, to have succeeded in my effort, I shall be amply gratified.

I have the honor to be,
my Lord,
your Lordship's most humble,
and most obedient Servant,
W. LEWIS.

Nassau Street, Soho,
March, 1819.

PREFACE.

GRECO has been justly celebrated as a first-rate player, and his work is considered by good judges as exhibiting great skill and ingenuity, and abounding with brilliant and instructive situations. It has been for some years rather scarce; I have, therefore, thought it would be rendering no unacceptable service to the amateurs of Chess, to publish a translation of it with such improvements as I was capable of making, and which the work seemed to me to require.

With this view I have examined all the games very attentively, and where it has appeared to me that either party plays inaccurately, I have suggested other moves in notes at the bottom of the page. These notes will be found very numerous, and I hope may prove of service, not only to beginners, but even to those who are moderately skilled in the game.

It does not often happen that Greco's method of attacking can be much improved, for in that part of the game he is eminently skilful, but the like praise cannot be given to his system of defence; it must, indeed, be evident that as most of his games are won by

brilliant moves, the defence is necessarily imperfect. This is, however, not the only fault in his work; in many of his games the attack is founded on bad play, the party who wins making the first bad move, which succeeds only because his adversary plays worse: it is, therefore, frequently dangerous to adopt his attack, because the adversary by playing correctly would have the best of the game; this is, however, far from being the case in all his games, in his gambits, particularly, the second player generally makes the first mistake.

Greco has paid but little attention to the arrangement of his games. I have endeavoured to remedy this by classing together those games which have similar openings, so that they may the more easily be referred to.

Instead of distinguishing each chapter in Greco as a separate game, I have preferred calling many of them (what, in fact, they are) variations of a preceding game: the moves, as far as the commencement of the variation, are printed in italics, or the position of the pieces shown on a diagram.

In order to publish the work at a moderate price, it has been printed in double columns, with a small but neat type, so that it contains, at least, as much as many Chess books of double the size; the abbreviations used are chiefly in the names of the pieces: thus, K. stands for King; Kt. for Knight; Q. for Queen, &c. &c.

Throughout the work the second person is used to denote the player of the White, and the third person the player of the Black pieces.

The following account of Greco is chiefly extracted from Mr. Twiss's entertaining work entitled "Chess."

GIOACHINO GRECO, commonly called the *Calabrois*, from Calabria, the place of his birth, was of very low extraction. Having accidentally learned the game of Chess, he improved so rapidly that Don Mariano Marano, a celebrated player, being informed of his aptitude for Chess, took him to his house, and, under his tuition, Greco improved so much as nearly to equal his master.

The following account of him is given by Bayle in his Dictionary.

"Gioachino Greco played at Chess so skilfully that it cannot be thought strange that I consecrate to him a little article. All those who excel in their profession to a certain degree, deserve that distinction. This player did not find his match any where. He went to all the courts in Europe, and signalized himself there at Chess in a most surprising manner. He found famous players at the court of France, such as the Duke of Nemours, Mr. Arnaud, Chaumont, and La Salle; but though they pretended to know more than others, none of them were able to play with him, nor could they cope with him altogether. He was at Chess a bravo, who sought in all countries some famous knight with whom he might fight and break a lance, and he found none whom he did not overcome."

This is certainly an exaggerated account of his skill, as we know from Salvio that he was rather inferior to Marano and other Italian players.

In the *Mercure Galant* for June, 1683, appeared the following lines addressed to Greco on his skill in Chess.

" A peine dans la carrière
Contre moi tu fais un pas,
Que par ta démarche fière,
Tous mes projets sont à bas :
Je vois dès que tu t'avances,
Céder toutes mes défenses,
Tomber tous mes champions ;
Dans ma resistance vaine,
Roi, Chevalier, Roc et Reyne,
Sont moindre que tes Pions."

The first English edition of Greco was published in London by Herringman, in 1656 ; it is very imperfect.

In 1750 another edition, in 24mo, was published, entitled, " Chess made Easy, or the Games of Gioachino Greco the Calabrian, with additional games and openings, illustrated with remarks and general rules. The whole so contrived, that any person may learn to play in a few days without any farther assistance." Let not any one be led, by this promising title, to suppose that so difficult a game as Chess is to be learned in a few days ; considerable practice is necessary to form even a moderate player, but to become a first rate player, genius and much study are indispensable requisites.

This edition has a print as a frontispiece copied from a very fine one in small folio, from a picture of the same size by C. D. Moor, it represents an old man and a young one sitting and playing at Chess ; a man

standing with a wine glass in his hand overlooking them; a guitar hangs against the wainscot; the dresses and furniture are such as were in use in the sixteenth century.

The additional games and openings mentioned in the title are chiefly from Philidor.

In 1752 a French edition of Greco was printed in London; it does not differ materially from the Paris edition.

Greco died in the East Indies at an advanced age. Many of his games have been copied by succeeding writers, and his skill in attacking has been very generally admired by those authors who have mentioned him.

I cannot conclude without expressing a hope that the present work may prove serviceable to the young Chess-player, and not undeserving the attention even of the scientific amateur; my earnest desire has been to facilitate the knowledge of a game to which I have devoted the greater part of my leisure hours.

EXPLANATION

OF THE

Figures used in the Diagrams.

White.	Black.	
		King.
		Queen.
		Rook.
		Bishop.
		Knight.
		Pawn.

GRECO

ON

THE GAME OF CHESS.

First Game.*

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third square	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. K. Kt. to K. B. third sq.†
5. Q. P. two squares	5. K. P. takes P.
6. Q. B. P. takes P. ‡	6. K. B. checks at adv. Q. Kt. fourth square
7. Q. Kt. to Q. B. third sq.§	7. K. Kt. takes K. P.

* The attack in this game and the variations, after the Black's ninth move, is remarkably well played.

† This move is generally played, it is not in my opinion equal to Q. to K. second square.

‡ Instead of this move you should play K. P. one square.

§ It would be better to play Q. B. to Q. second square, and if Black take it, you must take K. B. with Q. Kt. defending the K. P. Black would, however, then have at least as good a game as the White by advancing the Q. P. two squares.

WHITE.	BLACK.
8. K. castles	8. K. Kt. takes Q. Kt.*
9. Q. Kt. P. takes Kt.	9. K. B. takes P.†
10. Q. to Q. Kt. third square‡	10. K. B. takes Q. R.§
11. K. B. takes K. B. P. and checks	11. K. to K. B. square
12. Q. B. to adv. K. Kt. fourth square	12. Q. Kt. to K. second square
13. K. Kt. to adv. K. fourth square‖	13. K. B. takes P.
14. K. B. to adv. K. Kt. third square	14. Q. P. two squares
15. Q. to K. B. third square and checks	15. Q. B. to K. B. fourth sq.
16. K. B. takes Q. B.¶	16. K. B. takes K. Kt.**
17. K. B. to adv. K. third sq. checking with the Q.	17. K. B. to its third square
18. Q. B. takes K. B.	18. K. Kt. P. takes Q. B.
19. Q. takes P. and checks	19. K. to his square.
20. Q. checkmates at adv. K. B. second square.	

* Black ought to take the Kt. with the K. B. and then play Q. P. two squares or castle.

† It would be better to remove the K. B. to K. second square, or to play Q. P. two squares.

‡ This move decides the game in your favour; none but a good player would leave the Rook *en prise* of the B.; the attack is, however, irresistible.

§ In a variation the B. takes Q. P.

‖ K. R. to K. square would also win the game.

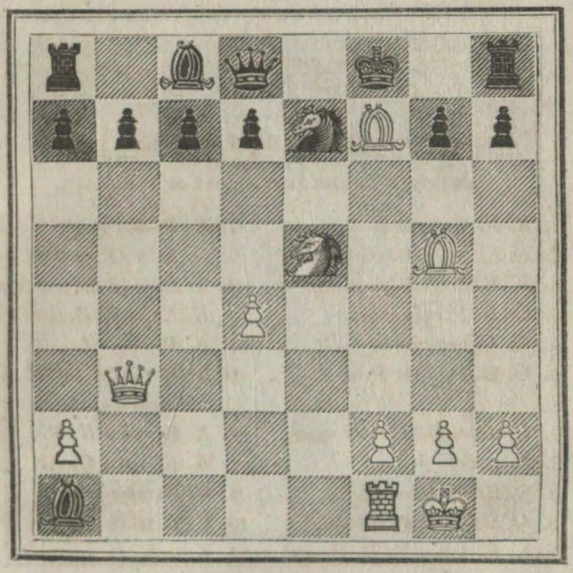
¶ This move shews how much better it was on the fourteenth move to play the K. B. to adv. K. Kt. third than to adv. K. R. fourth square.

** If he were to move the K. to his square, you must check with K. B. at his K. Kt. third square, and then checkmate with Q. at his K. B. second square.

FIRST VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



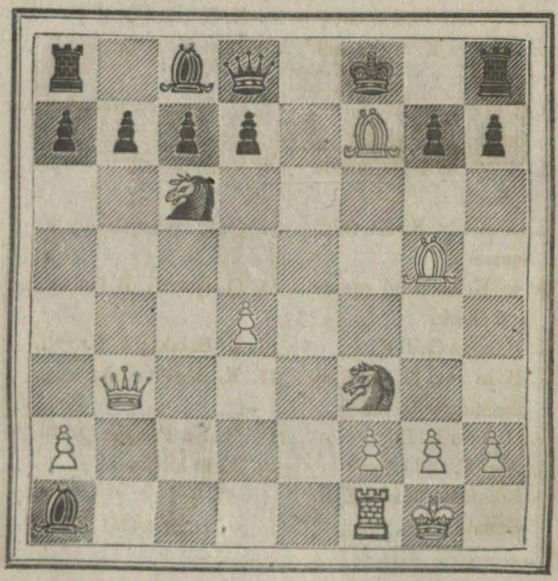
WHITE.	BLACK.
	13. Q. P. two squares
14. Q. to K. B. third square	14. Q. B. to K. B. fourth sq.
15. K. B. to adv. K. third sq.	15. K. Kt. P. one square *
16. Q. B. to adv. K. R. third square and checks	16. K. to his square
17. K. B. checkmates at adv. K. B. second square.	

* If Black instead of this move were to play K. R. P. one square, you must take his Q. B. with K. B. &c.

SECOND VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.	BLACK.
	12. Q. Kt. takes P. at adv. Q. fourth square *
13. Q. to Q. R. third square and checks	13. K. takes K. B.
14. Q. B. takes Q.	14. K. R. takes Q. B.
15. K. R. takes K. B.	15. Q. Kt. to adv. Q. B. second square †

* This is a very bad move, as it evidently causes the loss of the Queen.

† This is also very bad play, as he loses the Kt. immediately.

WHITE.	BLACK.
16. Q. to Q. Kt. third square and checks	16. K. to K. B. square.
17. Q. takes Q. Kt. and will win.	

THIRD VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third square*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *Q. B. P. one square*	4. *K. Kt. to K. B. third square*
5. *Q. P. two squares*	5. *K. P. takes P.*
6. *Q. B. P. takes P.*	6. *K. B. to adv. Q. Kt. fourth square and checks*
7. *Q. Kt. to Q. B. third square*	7. *K. Kt. takes K. P.*
8. *K. castles*	8. *K. Kt. takes Q. Kt.*
9. *Q. Kt. P. takes Kt.*	9. *K. B. takes P.*
10. *Q. to Q. Kt. third square*	10. K. B. takes P.
11. K. B. takes K. B. P. and checks	11. K. to K. B. square
12. Q. B. to adv. K. Kt. fourth square	12. K. B. to its third square
13. Q. R. to K. square *	13. Q. Kt. to K. second sq.†
14. K. B. to adv. K. R. fourth square	14. Q. Kt. to K. Kt. third sq.‡
15. K. Kt. to adv. K. fourth sq.	15. Q. Kt. takes Kt.
16. Q. R. takes Kt.	16. K. Kt. P. one square

* This is a very good move, as it confines the adversary's pieces.

† If he play K. B. to K. second square, White may take the K. B. with Q. R. and then play K. R. to K. square.

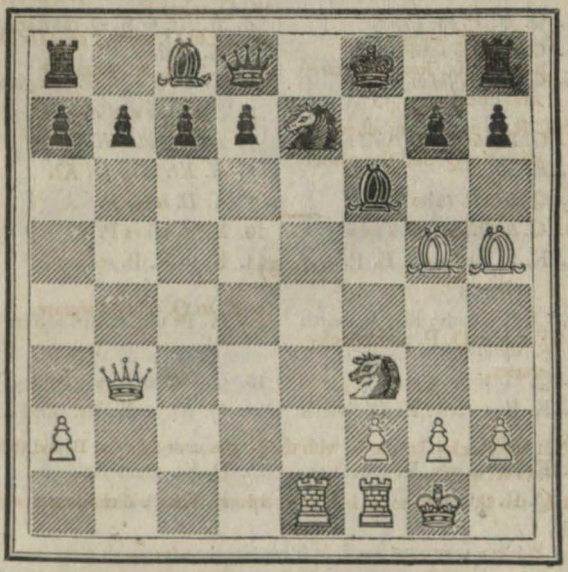
‡ In the fourth variation he moves Q. P. two squares.

WHITE.	BLACK.
17. Q. B. checks at adv. K. R. third square	17. K. B. interposes
18. Q. R. checks at adv. K. B. fourth square	18. K. Kt. P. takes Q. R.*
19. Q. to adv. K. B. second sq. and checkmates.	

FOURTH VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



§ If he play K. to K. second square, you must check with K. R. and afterwards checkmate with Q. at his Q. fourth square.

WHITE.	BLACK.
	14. Q. P. two squares
15. Q. R. takes Q. Kt.	15. K. takes Q. R.* (*Or* A)
16. K. R. to K. sq. and checks	16. K. to K. B. square (*Or* B) (*Or* C)
17. Q. to Q. Kt. fourth square and checks	17. K. to K. Kt. square.
18. R. to adv. K. square checks, wins the Q. and the game.	

(*Or* A)

	15. Q. takes R.
16. K. R. to K. square	16. Q. to Q. second sq. (*Or* D)
17. Q. to Q. Kt. fourth square and checks	17. K. to K. Kt. square.†
18. K. R. to adv. K. sq. checks, wins the Q. and the game.	

(*Or* B)

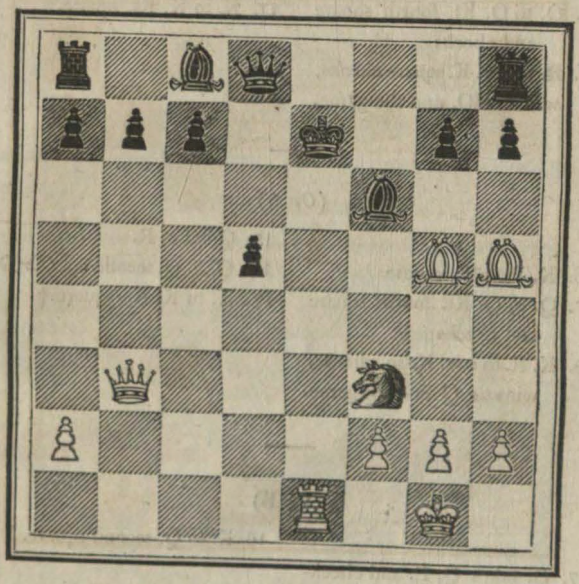
	16 K. to Q. second square.
17. Q. takes Q. P. and checkmates.	

* If the Black take the R. with the B. you must take the B. and then play R. to K. square.

† If the Q. interpose at her third square, White will checkmate with the R.

(*Or* C)

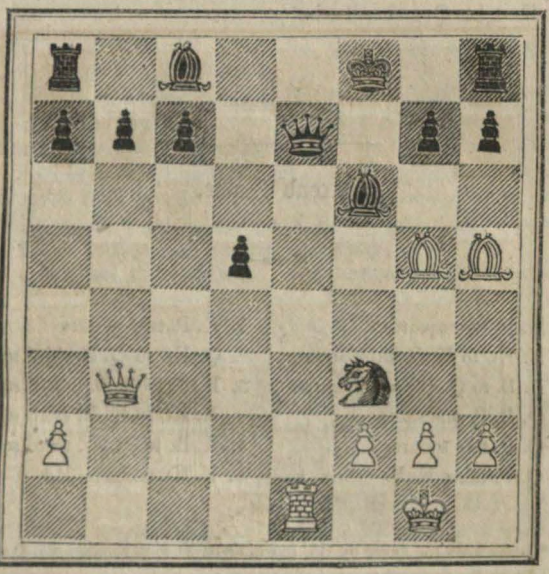
Position of the Pieces.



WHITE.	BLACK.
	16. K. to Q. third square
17. Q. B. to K. B. fourth sq. and checks	17. K. to Q. B. third square
18. R. to Q. B. sq. and checks	18. K. to Q. second square
19. Q. takes Q. P. and checks	19. K. to K. second square.
20. Q. to adv. K. B. second sq. and checkmates.	

(*Or* D)

Position of the Pieces.



WHITE.	BLACK.
	16. Q. B. to K. third square
17. K. Kt. to Q. fourth square	17. K. B. takes Q. B.
18. Kt. takes Q. B. and checks	18. K. to K. Kt. square
19. Q. takes Q. P.	19. Q. B. P. one square
20. Q. to Q. Kt. third square	20. Q. to K. B. third square
21. Kt. takes K. B. and checks with the Q.*	21. K. to K. B. square

* Instead of this move, you ought to play the Kt. to adversary's Q. square, and Black would be checkmated in two moves.

WHITE.	BLACK.
22. Q. to Q. Kt. fourth square and checks	22. K. to K. Kt. square
23. K. B. to adv. K. B. second square and checks	23. Q. takes K. B.
24. Kt. takes Q. and will win.	

Second Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third square	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth square	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. K. Kt. to K. B. third sq.
5. Q. P. two squares	5. K. B. to Q. Kt. third sq.*
6. Q. P. takes K. P.	6. K. Kt. takes K. P.†

* Black loses the game by this move, he ought to have taken the Q. P.

† Black has three other ways of playing, viz.

No. 1. K. Kt. to K. R. fourth square
2. K. Kt. to adv. K. Kt. fourth square
3. K. Kt. to its square.

No. 1.

	6. K. Kt. to K. R. fourth square
7. K. B. takes K. B. P. and checks	7. K. takes K. B.
8. K. Kt. to adv. K. Kt. fourth sq. and checks.	

If Black play the K. to K. Kt. third square, White will speedily win the game by playing Q. to K. Kt. fourth square; if Black play the K. to K. Kt. square he will be checkmated in two moves, and if he play the K. elsewhere, White will take the Kt. and have the best of the game.

WHITE.	BLACK.
7. Q. to adv. Q. fourth square	7. K. Kt. takes. K. B. P.

8. Q. takes K. B. P. and checkmates, but if the Black had not taken the K. B. P. he would not have been checkmated, but would have lost only the Kt.

No. 2.

6. K. Kt. to adv. K. Kt. fourth sq.

7. K. B. takes K. B. P. and checks.

If Black K. take the B. White will check with the Kt. and then take K. Kt., therefore, 7. K. to K. B. square

8. Most authors on Chess recommend the White in this situation to castle, I do not however think it the best move, as the Black may then take the K. B. P. with the Kt. and if the White exchange the R. for the Kt. and B., Black may take the K. B. with safety; I am of opinion, that the White, instead of castling, should play

Q. B. to adv. K. Kt fourth sq.	8. K. B. takes K. B. P. and checks
	(*Or* A)
9. K. to K. second square	9. Q. Kt. to K. second square
10. Q. to Q. Kt. third square	10. Must remove the K. B. in order not to lose a piece by White's advancing K. R. P. one square.

11. K. B. to adv. K. R. fourth sq. and wins a piece with a very powerful attack.

(*Or* A)

	8. K. Kt. takes K. B. P.
9. Q. to Q. Kt. third square	9. Q. Kt. to K. second square
10. K. B. to adv. K. R. fourth sq.	10. K. Kt. P. one square
11. K. R. to K. B. square	11. P. takes K. B.
12. K. Kt. to Q. fourth square	12. K. B. takes Kt.

13. B. takes B. and will afterwards take the Kt. and have decidedly the best of the game.

No. 3.

6. K. Kt. to its square

7. Q. B. to adv. K. Kt. fourth sq.

If Black interpose the K. B. P. White will take the P. with the P. and Black being obliged to take with the K. Kt. P. will evidently have a bad position with a Pawn less; if he play Q. Kt. to K. second square, White will gain a Pawn by playing Q. to Q. Kt. third square; the best move for the Black is K. Kt. to K. second square, White has notwithstanding much the best of the game.

Third Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. Q. to K. second square
5. K. castles.	5. Q. P. one square
6. Q. P. two squares	6. K. B. to Q. Kt. third sq.
7. Q. B. to adv. K. Kt. fourth square	7. K. B. P. one square *
8. Q. B. to K. R. fourth sq.	8. K. Kt. P. two squares †
9. K. Kt. takes K. Kt. P.	9. P. takes K. Kt.
10. Q. to adv. K. R. fourth sq. and checks	10. K. to Q. second square
11. Q. B. takes P.	11. Q. to K. Kt. second square (*Or* A)
12. K. B. to adv. K. third sq. and checks ‡	12. K. takes K. B.
13. Q. to adv. K. sq. and checks	13. K. Kt. interposes. §
14. Q. P. one sq. and checkmates.	

(*Or* A)

	11. Q. to K. B. square
12. K. B. to adv. K. B. second square	12. K. P. takes Q. P. (*Or* B).
13. Q. to K. Kt. fourth square and checkmates.	

* It would be better to play K. Kt. to K. B. third square.

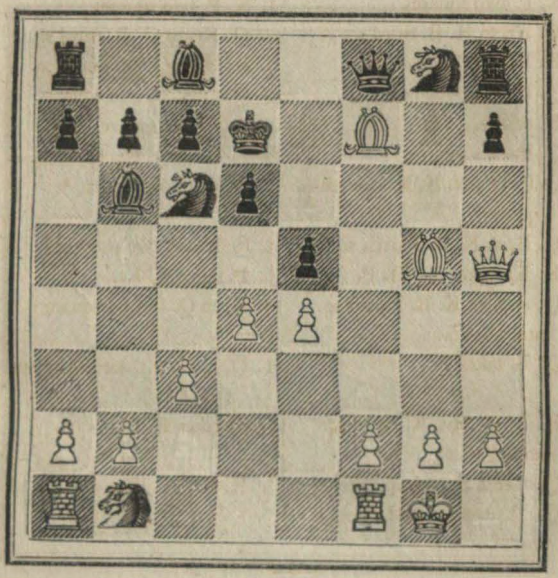
† This appears to be a good move; it is however very exceptionable, as it enables the White to obtain a very strong attack by sacrificing the K Kt.

‡ This is a very skilful move.

§ It is of no consequence which piece interposes.

(*Or* B)

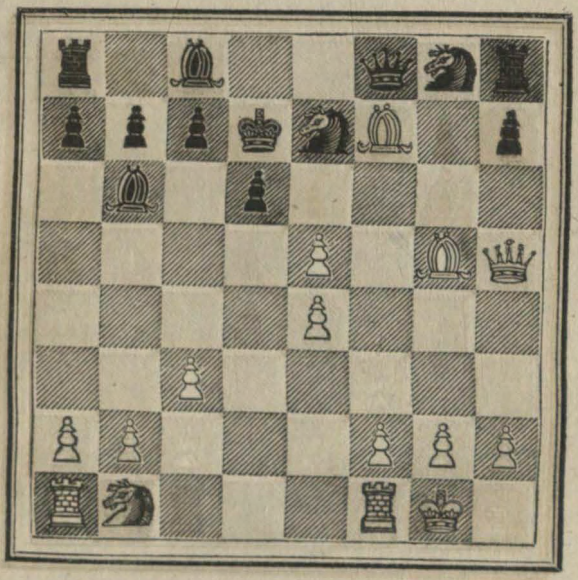
Position of the Pieces.



WHITE.	BLACK.
	12. Q. Kt. to K. second square
13. Q. P. takes K. P.	13. Q. P. takes P. (*Or* C)
14. R. to Q. square and checks	14. K. to Q. B. third square
15. K. B. to adv. K. square and checks	15. K. to Q. B. fourth square
16. Q. B. to K. third sq. and checks	16. K. to adv. Q. B. fourth sq.
17. Q. Kt. P. one square and checkmates.	

(*Or* C)

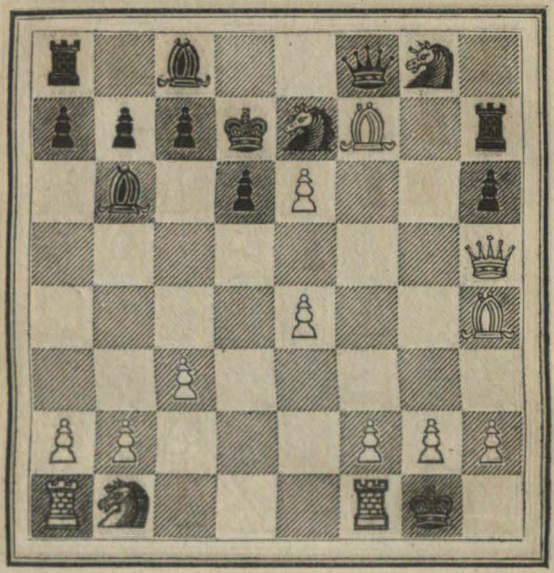
Position of the Pieces.



WHITE.	BLACK.
14. Q. B. to K. R. fourth sq.	13. K. R. P. one square
15. Q. P. one sq. and checks	14. K. R. to its second square
	15. K. to Q. B. third square (*Or* D).
16. K. B. to adv. K. square, checks, and wins the Q.	

(*Or* D)

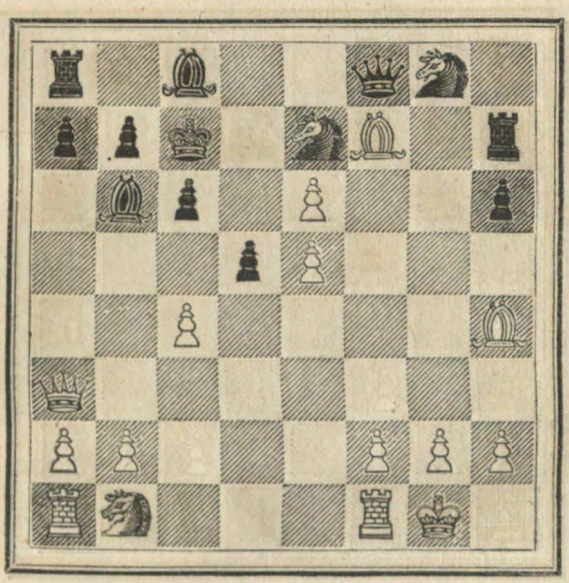
Position of the Pieces.



WHITE.	BLACK.
	15. K. to Q. square
16. K. P. one square	16. Q. P. one square
17. Q. to K. B. third square	17. Q. B. P. one square
18. Q. B. P. one square	18. K. to Q. B. second square
19. Q. to Q. R. third square	19. K. to Q. Kt. square (*Or* E)
20. K. B. takes K. Kt.	20. Q. takes B.
21. Q. B. takes Kt. and will win the game.	

(*Or* E)

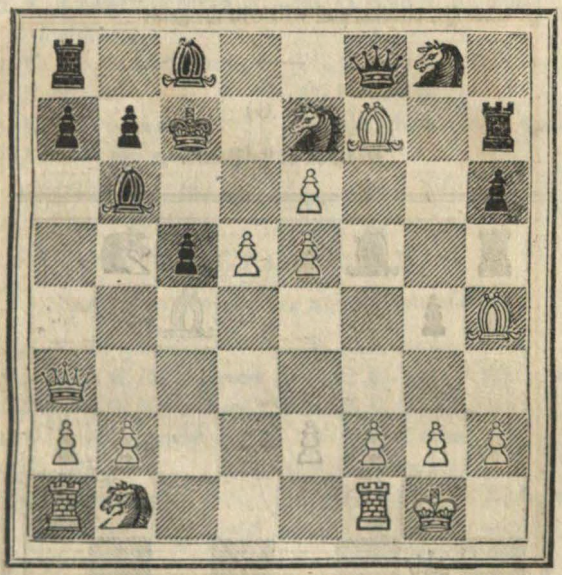
Position of the Pieces.



WHITE.	BLACK.
	19. Q. B. P. one square
20. P. takes Q. P.	20. Q. Kt. takes P. (*Or* F)
21. Q. to Q. third square	21. R. takes K. B.
22. Q. takes Kt.	22. K. R. to adv. K. B. fourth square
23. P. to adv. K. second square	23. Kt. takes P.
24. Q. to adv. Q. third square and checkmates.	

(*Or* F)

Position of the Pieces.



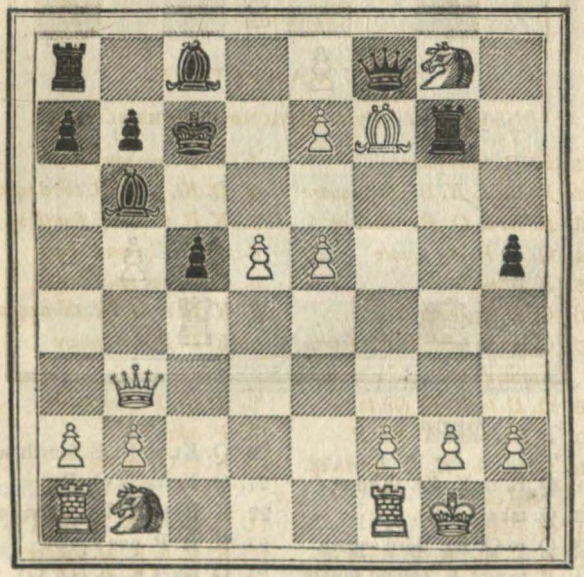
WHITE.	BLACK.
	20. Q. Kt. to K. B. fourth sq.
21. Q. B. to K. Kt. third sq.	21. Q. Kt. takes Q. B.
22. Q. takes Q. Kt.	22. K. R. to K. Kt. second sq.
23. Q. to Q. Kt. third square	23. K. R. P. one square
24. P. to adv. K. second square	24. Q. takes K. B. (*Or* G)
25. P. to adv. Q. third square and checks	25. K. to Q. second square *

* If the Black play the K. to Q Kt. square, White would exchange Queens, and then advance the P. to Queen.

WHITE.	BLACK.
26. Q. to adv. Q. Kt. fourth square and checks	26. K. to his third square
27. P. one square, becomes a Q. and checks	27. Q. takes Q.
28. Q. takes Q., checks, and will win the game.	

(*Or* G)

Position of the Pieces.



	24. Kt. takes P.
25. P. to adv. Q. third square and checks	25. K. to Q. second square
26. Q. to adv. K. third square and checks	26. K. to Q. square

WHITE.	BLACK.
27. P. takes Kt. and checks	27. Q. takes P.
28. R. to Q. square and checks	28. Q. B. to Q. second square
29. Q. takes Q. and checks	29. K. takes Q.
30. K. B. takes P. at adv. K. R. fourth square	30. Q. R. to K. Kt. square
31. K. B. to its third square	31. Q. B. to its third square
32. B. takes B.	32. P. takes B.
33. K. Kt. P. one square	33. R. to K. Kt. fourth square.

34. K. B. P. two squares and will win.

FIRST VARIATION,

BEGINNING AT THE TENTH MOVE OF THE BLACK.

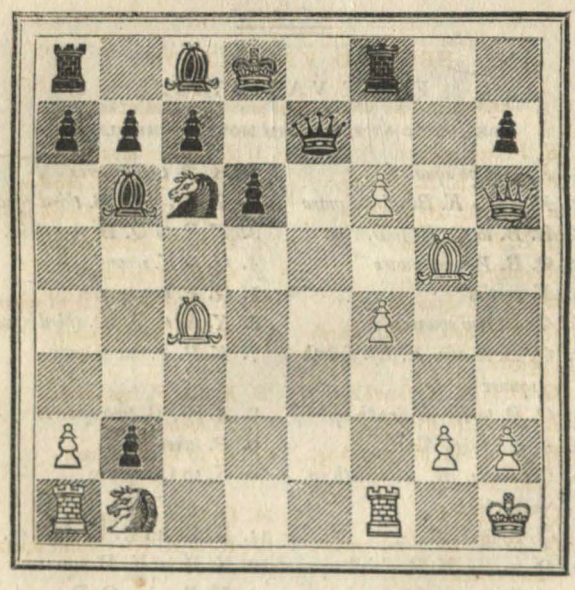
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third square*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *Q. B. P. one square*	4. *Q. to K. second square*
5. *K. castles*	5. *Q. P. one square*
6. *Q. P. two squares*	6. *K. B. to Q. Kt. third square*
7. *Q. B. to adv. K. Kt. fourth square*	7. *K. B. P. one square*
8. *Q. B. to K. R. fourth sq.*	8. *K. Kt. P. two squares*
9. *K. Kt. takes K. Kt. P.*	9. *P. takes Kt.*
10. *Q. to adv. K. R. fourth sq. and checks*	10. K. to Q. square
11. Q. B. takes P.	11. K. Kt. to K. B. third sq.
12. Q. to adv. K. R. third sq.	12. K. R. to K. B. square
13. K. B. P. two squares	13. K. P. takes Q. P.
14. K. P. one square	14. P. takes Q. B. P. and checks with K. B.
15. K. to K. R. square	15. P. takes Q. Kt. P.
16. P. takes K. Kt.	16. P. takes Q. R. and becomes a Q. (*Or A*)

WHITE.	BLACK.
17. P. takes Q. and checks	17. Kt. takes P.
18. Q. takes K. R. and checks	18. K. to Q. second square
19. K. B. to adv. Q. Kt. fourth square and checks	19. Q. Kt. to Q. B. third sq.*

20. Q. to adv. K. second square and checkmates.

(*Or* A)

Position of the Pieces.



* If he interpose the Q. B. P. you should take the Kt. with the Q. and if he play

	19. K. to Q. third square
20. R. to K. square and checks	20. K. to Q. fourth square
21. Q. to adv. K. B. second square and checks	21. K. to Q. B. fourth or to adv. Q. fourth square.

22. Q. to Q. B. fourth square and checkmates.

WHITE.	BLACK.
	16. R. takes P.
17. Q. takes R.	17. P. takes Q. R. and becomes a Q.
18. Q. takes Q. at Q. R. sq.	18. K. B. to adv. Q. fourth sq.
19. Q. B. takes Q. and checks	19. K. takes Q. B.

20. Q. Kt. to Q. B. third square and will win.

SECOND VARIATION,

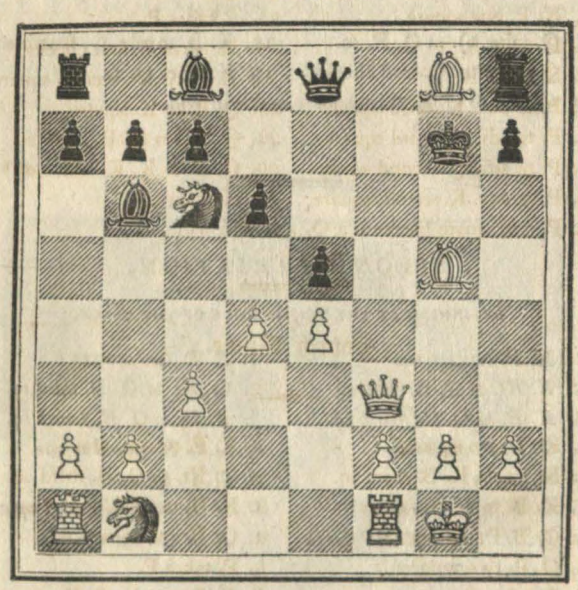
BEGINNING AT THE TENTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *Q. Kt. to Q. B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *Q. B. P. one square*	4. *Q. to K. second square*
5. *K. castles*	5. *Q. P. one square*
6. *Q. P. two squares*	6. *K. B. to Q. Kt. third square*
7. *Q. B. to adv. K. Kt. fourth square*	7. *K. B. P. one square*
8. *Q. B. to K. R. fourth sq.*	8. *K. Kt. P. two squares*
9. *K. Kt. takes K. Kt. P.*	9. *P. takes Kt.*
10. *Q. to adv. K. R. fourth sq. and checks*	10. K. to K. B. square
11. Q. B. takes P.	11. Q. to K. square
12. Q. to K. B. third square and checks	12. K. to K. Kt. second square
13. K. B. takes K. Kt.	13. R. takes K. B. (*Or* B).

14. Q. to adv. K. B. third square and checkmates.

(*Or* B)

Position of the Pieces.



WHITE.	BLACK.
	13. K. takes K. B.
14. Q. P. one square	14. Q. Kt. to K. second square
15. Q. B. to adv. K. B. third sq.	15. Q. to K. B. second square
16. Q. Kt. to Q. second square	16. K. R. P. one square
17. Q. B. takes K. R.	17. Q. takes Q.
18. Q. Kt. takes Q.	18. K. takes Q. B.
19. K. R. P. one square *	19. Q. B. to Q. second square
20. Q. B. P. one square	20. K. B. to adv. Q. fourth sq.†

* The object of this and the next move of the White is to confine the adversary's Q. B.

† This is not a good move, it would be better to bring the R. into play.

WHITE.	BLACK.
21. Q. Kt. takes K. B.	21. P. takes Q. Kt.
22. Q. R. to Q. square	22. Q. B. P. two squares
23. K. B. P. two squares	23. Q. R. to K. B. square
24. K. P. one square	24. P. takes P.
25. P. takes P.	25. R. takes R. and checks
26. R. takes R.	26. K. to K. Kt. second square
27. P. to adv. K. third square	27. Q. B. to K. square
28. P. to adv. Q. third square	28. Q. Kt. to Q. B. third sq.
29. P. to adv. Q. second square	29. Q. B. to K. Kt. third sq.*
30. P. to adv. K. second square	30. Kt. takes P.

31. P. one square becomes a Q. and will win.

Fourth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. Q. P. one square
5. Q. P. two squares	5. P. takes P.
6. P. takes P.	6. K. B. to adv. Q. Kt. fourth square and checks
7. Q. Kt. to Q. B. third sq.	7. K. Kt. to K. B. third sq.
8. K. castles	8. K. B. takes Q. Kt.
9. P. takes K. B.	9. K. Kt. takes K. P.
10. K. R. to K. square	10. Q. P. one square
11. K. R. takes K. Kt. and checks †	11. P. takes K. R.

* Black should take the Pawn with the Q. B., you would however, even then, easily win the game.

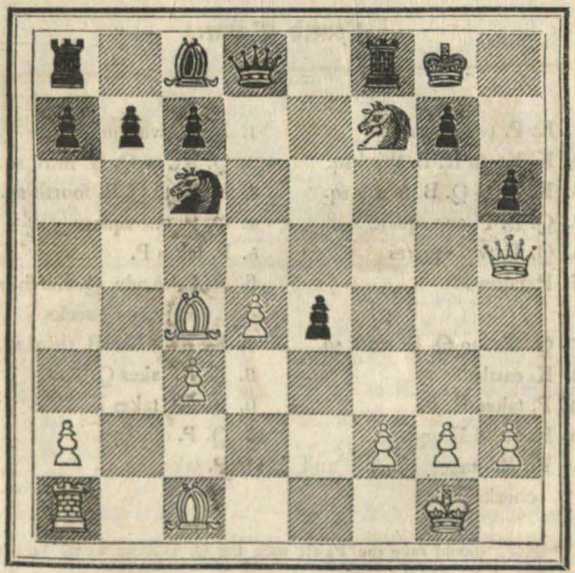
† It would be better to take the P. with K B. and then play K. Kt. to adv. K. Kt. fourth square, and afterwards K. B. P. one square.

WHITE.	BLACK.
12. K. Kt. to adv. K. Kt. fourth square	12. K. castles *
13. Q. to adv. K. R. fourth sq.	13. K. R. P. one square
14. K. Kt. takes K. B. P.	14. Q. to K. B. third sq. (*Or* A)
15. K. Kt. takes K. R. P. and checks	15. K. to K. R. square
16. K. Kt. to adv. K. B. second square and checks	16. K. to K. Kt. square

17. Q. to adv. K. R. square and checkmates.

(*Or* A)

Position of the Pieces.



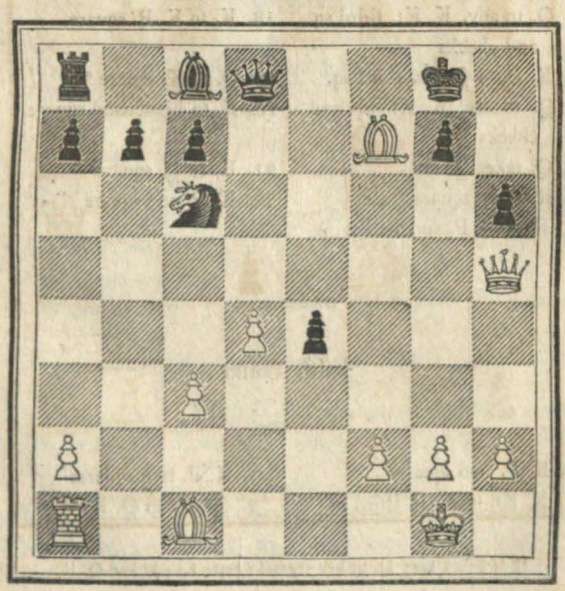
* Castling is not good play, it would be better to move Q. to K. second square.

WHITE.	BLACK.
	14. K. R. takes K. Kt.
15. K. B. takes K. R. and checks	15. K. to K. B. square (*Or* B) (*Or* C)
16. Q. B. to Q. R. third square and checks	16. Q. Kt. to K. second sq.
17. K. B. to Q. Kt. third sq.	17. Q. to K. square
18. Q. to adv. Q. fourth square	18. Q. B. P. two squares
19. Q. B. takes P.	19. Q. R. P. one square.

20. Q. to adv. K. Kt. square and checkmates.

(*Or* B)

Position of the Pieces.



WHITE.	BLACK.
	15. K. to K. R. second square
16. Q. B. takes K. R. P.	16. P. takes Q. B.
17. Q. to adv. K. Kt. third sq. and checks	17. K. to K. R. square.
18. Q. takes K. R. P. and checkmates.	

(*Or* C)

See the preceding Diagram.

	15. K. to K. R. square
16. Q. B. takes K. R. P.	16. Q. B. to adv. K. Kt. fourth square
17. Q. B. takes K. Kt. P. and checks	17. K. takes Q. B.
18. Q. to adv. K. Kt. third sq. and checks	18. K. to K. B. square
19. K. B. to Q. Kt. third sq.	19. Q. to K. square *
20. Q. to adv. K. Kt. sq. and checks	20. K. to his second square
21. Q. takes Q. B.	21. K. to Q. square
22. R. to K. square	22. K. P. one square
23. R. takes P. and will win.	

Fifth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.

* If Black play Q. to her second square he will lose Q. R.

WHITE.	BLACK.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. K. Kt. to K. B. third sq.
5. Q. P. two squares	5. P. takes P.
6. P. takes P.	6. K. B. to Q. Kt. third sq.*
7. K. P. one square	7. K. Kt. to its square †
8. Q. P. one square	8. Q. Kt. to K. second sq. ‡
9. Q. P. one square	9. Q. Kt. to Q. B. third sq.
10. Q. to adv. Q. fourth square	10. K. Kt. to K. R. third sq.
11. Q. B. takes K. Kt.	11. K. R. to K. B. square
12. Q. B. takes K. Kt. P.	12. Q. Kt. to adv. Q. Kt. fourth square
13. Q. to her second square	13. K. R. to K. Kt. square.

14. Q. B. to adv. K. B. third square, wins the Q. and the game.

FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third square*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *Q. B. P. one square*	4. *K. Kt. to K. B. third square*
5. *Q. P. two squares*	5. *P. takes P.*
6. *P. takes P.*	6. *K. B. to Q. Kt. third sq.*

* Black loses the game by this move, he ought to have checked with the K. B.

† If instead of this move Black play Q. P. two squares, White must take the Kt., then play Q. P. one square, and afterwards check with the Q. at K. second square, &c.

‡ If he play the Q. Kt. to Q. R. fourth square, you must remove the K. B. to Q. third square, he will then be forced (in order not to lose the Q. Kt. by your advancing Q. Kt. P. two squares) to play Q. B. P. two squares, you may then play Q. P. one square, and you will have an excellent game.

WHITE.	BLACK.
7. *K. P. one square*	7. *K. Kt. to its square*
8. *Q. P. one square*	8. *Q. Kt. to K. second square*
9. *Q. P. one square*	9. P. takes P.
10. P. takes P.	10. Q. Kt. to Q. B. third sq.
11. Q. to adv. Q. fourth sq.*	11. Q. to K. B. third square
12. K. castles	12. K. Kt. to K. R. third sq.
13. K. R. to K. sq. and checks	13. K. to K. B. square
14. Q. B. to adv. K. Kt. fourth square	14. Q. takes Q. Kt. P. (*Or* A)
15. Q. B. takes K. Kt.	15. K. B. takes K. B. P. and checks†
16. K. to K. B. square	16. Q. to K. B. third square
17. Q. B. to adv. K. Kt. fourth square	17. Q. to K. Kt. third square
18. K. takes K. B.	18. Q. R. P. one square
19. K. Kt. to K. R. fourth sq.	19. Q. to K. R. fourth square
20. Q. B. to adv. K. second sq. and checks	20. K. to K. Kt. square
21. Q. takes Q.	21. K. Kt. P. one square

22. Q. to adv. K. R. third square and wins the game.‡

* White might also play Q. B. to adv. K. Kt. fourth square, and if Black play K. B. P. one square, White will speedily win the game by playing Q. to adv. Q. fourth sq., Black must therefore instead of K. B. P. one square, play K. Kt. to K. B. third square; White should then check with the Q. and afterwards castle.

† If Black take the K. B. P. with the Q. White should play

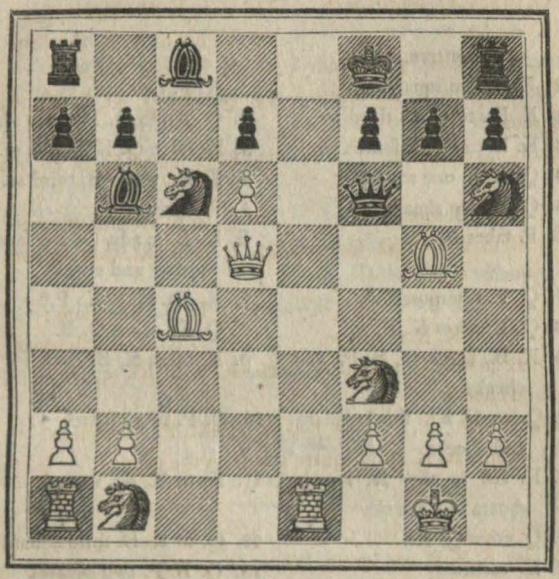
16. K. to K. R. square	16. Q. Kt. to Q. square
17. Q. B. takes K. Kt. P. and checks	17. K. takes B.
18. Q. to adv. K. Kt. fourth square and checks	18. K. to K. B. square
19. R. to adv. K. sq. and checks	19. K. takes R.

20. Q. to adv. K. second square and checkmates.

‡ It would also be good play to move Q. B. to adv. K. B. third square.

(*Or* A)

Position of the Pieces.



WHITE.	BLACK.
	14. Q. to K. B. fourth square
15. Q. to her second square	15. K. B. to Q. R. fourth sq.
16. Q. Kt. to Q. B. third sq.	16. Q. Kt. P. one square*
17. Q. B. takes K. Kt.	17. K. Kt. P. takes Q. B.†
18. Q. takes P. and checks	18. K. to K. Kt. square.

19. K. R. to adv. K. square and checkmates.

* Black has already a bad game, but this move makes it still worse; it would be better to play Q. to K. Kt. third square.

† This is a very bad move, he ought to play Q. B.

Sixth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. Q. B. P. one square	4. K. Kt. to K. B. third sq.
5. Q. P. two squares	5. P. takes P.
6. P. takes P.	6. K. B. to adv. Q. Kt. fourth square and checks
7. Q. B. interposes	7. K. Kt. takes K. P.*
8. Q. B. takes K. B.	8. Q. Kt. takes Q. B.
9. K. B. takes K. B. P. and checks	9. K. takes K. B.
10. Q. to Q. Kt. third square and checks	10. Q. P. two squares
11. K. Kt. to adv. K. fourth square and checks	11. K. to K. Kt. square
12. Q. takes Q. Kt.	12. Q. to K. B. third square
13. K. castles	13. Q. B. P. two squares
14. Q. to adv. Q. Kt. fourth square	14. Q. Kt. P. one square †
15. Q. to adv. K. square and checks	15. Q. to K. B. square
16. Q. to adv. Q. B. third sq.	16. Q. B. to Q. R. third square
17. Q. takes P. and checks	17. Q. to K. B. second square.
18. Q. takes Q. and checkmates.	

* Instead of this move Black should take the B. and then play Q. P. two squares.

† This is a very bad move, K. R. P. one square is much better.

Seventh Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third square	2. Q. Kt. to Q. B. third square
3. K. B. to Q. B. fourth square	3. K. B. to Q. B. fourth square
4. Q. B. P. one square	4. K. Kt. to K. B. third square
5. K. Kt. to adv. K. Kt. fourth square *	5. K. castles
6. Q. P. one square	6. K. R. P. one square †
7. K. R. P. two squares	7. P. takes Kt. ‡
8. P. takes P.	8. K. Kt. to K. R. second sq. §

9. Q. to adv. K. R. fourth square, and wins in a few moves.

Eighth Game. ‖

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. K. Kt. to K. B. third. sq. ¶
3. K. Kt. takes K. P.	3. K. Kt. takes K. P.

* This is not a good move, the attack being premature.

† It would be better to play Q. P. one square.

‡ Black loses the game by this move, he ought to play Q. P. one square.

§ If instead of this move, he play Q. P. two squares, White should take it with K. B. and if Black take the B. with the Kt., White must play Q. to adv. K. R. fourth square, and will easily win.

‖ This game is taken from Damiano's scarce and valuable Treatise.

¶ This is not a good move, he ought to play Q. Kt. to Q. B. third sq.

WHITE.	BLACK.
4. Q. to K. second square	4. Q. to K. second square *
5. Q. takes K. Kt.	5. Q. P. one square
6. Q. P. two squares	6. K. B. P. one square
7. K. B. P. two squares	7. Q. Kt. to Q. second square
8. Q. Kt. to Q. B. third sq.	8. Q. P. takes K. Kt.
9. Kt. to adv. Q. fourth square	9. Q. to Q. third square
10. Q. P. takes P.	10. P. takes P.
11. P. takes P.	11. Q. to Q. B. third square, for if the Q. take the P., Black will lose the Q. R., and if the Kt. take it, White would play Q. B. to K. B. fourth square and win the Kt.
12. K. B. to adv. Q. Kt. fourth square	12. Q. to Q. B. fourth square
13. Q. B. to K. third square †	13. Q. takes K. B.
14. Kt. takes Q. B. P. and checks	14. K. to Q. square.
15. Kt. takes Q. and will win.	

Ninth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. P. one square ‡
3. K. B. to Q. B. fourth sq. §	3. Q. B. to adv. K. Kt. fourth square

* It is obvious that if he remove the K. Kt. he will lose his Q. by your playing K. Kt. to adv. Q. B. third square.

† Q. Kt. P. two squares would also win the Q.

‡ This is not so good a move as Q. Kt. to Q. B. third square, chiefly because it confines the K. B.

§ It would also be good play to move Q. P. two squares.

WHITE.	BLACK.
4. K. R. P. one square	4. Q. B. to K. R. fourth sq.
5. Q. B. P. one square	5. K. Kt. to K. B. third sq.
6. Q. P. one square	6. K. B. to K. second square
7. Q. B. to K. third square	7. K. castles *
8. K. Kt. P. two squares	8. Q. B. to K. Kt. third sq.
9. K. Kt. to K. R. fourth sq.	9. Q. B. P. one square †
10. K. Kt. takes Q. B.	10. K. R. P. takes K. Kt.
11. K. R. P. one square	11. Q. Kt. P. two squares ‡
12. K. B. to Q. Kt. third sq.	12. Q. R. P. two squares
13. Q. R. P. two squares	13. Q. Kt. P. one square
14. K. R. P. one square	14. P. takes K. R. P.
15. K. Kt. P. one square §	15. K. Kt. to adv. K. Kt. fourth square
16. K. R. takes P.	16. K. Kt. takes Q. B.
17. K. R. to adv. K. R. square and checks ‖	17. K. takes K. R.
18. Q. to adv. K. R. fourth sq. and checks	18. K. to K. Kt. square
19. K. Kt. P. one square	19. K. R. to K. square ¶
20. Q. to adv. K. R. second sq. and checks	20. K. to K. B. square.

21. Q. to adv. K. R. square and checkmates.

* Castling is not a good move, it would be better to play Q. Kt. or take the K. Kt. with Q. B.

† Q. P. one square would be better.

‡ The object of the Black is to prevent the attack of the K. B. on the K. B. P.; this he might at once effect by playing Q. P. one square, instead of advancing Q. Kt. P. and Q. R. P. by which he loses a move at a critical moment.

§ This is a much better move than taking the P. with the P.

‖ This and the succeeding moves are skilfully played, and as similar situations often occur, the reader will do well to study them attentively.

¶ If instead of this move Black were to check with the Kt. at your Q. B. second square, you ought neither to take it, nor move the K. to Q. second square, (because the Black might in either case retrieve his game,) you should play K. to his B. square.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. P. one square*
3. *K. B. to Q. B. fourth sq.*	3. *Q. B. to adv. K. Kt. fourth square*
4. *K. R. P. one square*	4. Q. B. takes K. Kt.
5. Q. takes Q. B.	5. K. Kt. to K. B. third sq.*
6. Q. to Q. Kt. third square	6. K. Kt. takes K. P.
7. K. B. takes K. B. P. and checks	7. K. to Q. second square
8. Q. takes Q. Kt. P.	8. K. Kt. to its fourth square†
9. K. B. to adv. Q. fourth sq.	9. Q. Kt. to Q. R. third sq.
10. Q. to adv. Q. B. third sq. and checks	10. K. to his second square.
11. Q. takes Q. R. and will win.	

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *Q. P. one square*
3. *K. B. to Q. B. fourth sq.*	3. *Q. B. to adv. K. Kt. fourth square*
4. *K. R. P. one square*	4. *Q. B. takes K. Kt.*
5. *Q. takes Q. B.*	5. Q. to K. B. third square‡
6. Q. to Q. Kt. third square	6. Q. Kt. P. one square

* It would be much better to play the Q. to her second square.

† If he play the Q. Kt. to Q. B. third square, you should play K. B. to adv. Q. fourth square.

‡ Q. to her second square would be better, and afterwards Q. B. P. one square.

WHITE.	BLACK.
7. Q. Kt. to Q. B. third sq.	7. Q. B. P. one square
8. Q. Kt. to adv. Q. fourth sq.	8. Q. to her square, as he would lose Q. R. were he to take the Kt.
9. Q. Kt. takes Q. Kt. P.	9. Q. takes Q. Kt.
10. K. B. takes K. B. P. and checks	10. K. to Q. second square
11. K. B. takes K. Kt.	11. Q. P. one square
12. P. takes P.	12. Q. takes Q.
13. P. takes P. and checks	13. Q. Kt. takes P.
14. K. B. takes Q. and will win.	

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *Q. P. one square*
3. *K. B. to Q. B. fourth sq.*	3. *Q. B. to adv. K. Kt. fourth square*
4. *K. R. P. one square*	4. *Q. B. takes K. Kt.*
5. *Q. takes Q. B.*	5. *Q. to K. B. third square*
6. *Q. to Q. Kt. third square*	6. *Q. Kt. P. one square*
7. *Q. Kt. to Q. B. third square*	7. K. Kt. to K. second square
8. Q. Kt. to adv. Q. Kt. fourth square	8. Q. Kt. to Q. R. third sq.
9. Q. to Q. R. fourth square	9. Q. Kt. to Q. B. fourth sq.
10. Q. Kt. takes Q. P. and checks †	10. K. to Q. square.
11. Q. to adv. K. square and checkmates.‡	

* It would be better to take the Q. as the Black loses a Pawn by this move.

† This is very well played, there are few who would not have preferred taking the Q. B. P. or removing the Q.

‡ This variation is very ingeniously played.

Tenth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. P. one square
3. K. R. P. one square*	3. K. Kt. to K. B. third. sq.
4. Q. B. P one square	4. K. Kt. takes K. P.†
5. Q. to Q. R. fourth square and checks	5. Q. B. P. one square.
6. Q. takes K. Kt. and will win.	

VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *Q. P. one square*
3. *K. R. P. one square*	3. *K. Kt. to K. B. third square*
4. *Q. B. P. one square*	4. Q. Kt. to Q. B. third square
5. Q. P. two squares	5. K. Kt. takes K. P.
6. Q. P. one square	6. Q. Kt. to K. second square
7. Q. to Q. R. fourth square and checks	7. Q. B. P. one square
8. Q. P. takes Q. B. P.	8. K. Kt. to Q. B. fourth sq.
9. P takes Q. Kt. P. and checks with the Q.	9. Kt. takes Q.

10. P. takes Q. R., becomes a Queen, and will win.

* This is a bad move, you should have played Q. P. two squares, or K. B. to Q. B. fourth square.

† Evidently a bad move, as he loses the Kt. immediately; he should have played Q. B. P. one square.

Eleventh Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. to K. B. third square *
3. K. B. to Q. B. fourth sq.	3. Q. to K. Kt. third square †
4. K. castles ‡	4. Q. takes K. P.
5. K. B. takes K. B. P. and checks	5. K. takes K. B.
6. K. Kt. to adv. K. Kt. fourth square and checks	6. K. to his square.
7. K. Kt. takes Q. and will win.	

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. to K. B. third square*
3. *K. B. to Q. B. fourth square*	3. *Q. to K. Kt. third square*
4. *K. castles.*	4. *Q. takes K. P.*
5. *K. B. takes K. B. P. and checks*	5. K. to Q. square

* This is a bad move, he ought to play Q. Kt. to Q. B. third square.

† As the Q. now attacks two undefended Pawns, this would appear to many players a very good move; it will be seen, however, how dangerous it is to take the K. P.

‡ Instead of castling, you might play Q. P. one square, and if he take K. Kt. P. you will win the Queen, by taking K. B. P., then playing R. to K. Kt. square, and afterwards K. Kt. to adv. K. Kt. fourth square, or K. R. to K. Kt. third square.

WHITE.	BLACK.
6. K. Kt. takes K. P.	6. Q. takes K. Kt.
7. K. R. to K. square	7. Q. to K. B. third square.
8. R. checkmates at adv. K. square.	

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. to K. B. third square*
3. *K. B. to Q. B. fourth square*	3. *Q. to K. Kt. third square*
4. *K. castles*	4. *Q. takes K. P.*
5. *K. B. takes K. B. P. and checks*	5. K. to K. second square
6. K. R. to K. square	6. Q. to adv. K. B. fourth sq.
7. K. R. takes K. P. and checks	7. K. takes B.
8. Q. P. two squares	8. Q. to K. B. third square
9. K. Kt. to adv. K. Kt. fourth square and checks	9. K. to K. Kt. third square
10. Q. to her third square and checks	10. K. to K. R. third square.

11. K. Kt. to adv. K. B. second square, giving double check and checkmate.

THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares.*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. to K. B. third square*
3. *K. B. to Q. B. fourth square*	3. *Q. to K. Kt. third square*
4. *K. castles*	4. *Q. takes K. P.*

WHITE.	BLACK.
5. *K. B. takes K. B. P. and checks*	5. *K. to Q. square*
6. *K. Kt. takes K. P.*	6. K. Kt. to K. B. third sq.
7. K. R. to K. square	7. Q. to K. B. fourth square
8. K. B. to adv. K. Kt. third square	8. K. R. P. takes K. B. (*Or* A)

9. K. Kt. to adv. K. B. second square and checkmates.

(*Or* A)

	8. Q. to K. third square
9. Kt. to adv. K. B. second sq. and checks	9. K. to his square
10. Kt. takes K. R. and checks with K. B.	10. K. R. P. takes K. B.
11. R. takes Q. and checks	11. P. takes R.
12. Kt. takes P.	

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. to K. B. third square*
3. *K. B. to Q. B. fourth square*	3. *Q. to K. Kt. third square*
4. *K. castles*	4. *Q. takes K. P.*
5. *K. B. takes K. B. P. and checks*	5. *K. to K. second square*
6. *K. R. to K. square*	6. *Q. to adv. K. B. fourth sq.*
7. *K. R. takes K. P. and checks*	7. K. to K. B. third square
8. Q. P. two squares	8. Q. to adv. K. Kt fourth sq.

9. K. B. to adv. K. R. fourth square and will win.

FIFTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. to K. B. third square*
3. *K. B. to Q. B. fourth square*	3. *Q. to K. Kt. third square*
4. *K. castles*	4. *Q. takes K. P.*
5. *K. B. takes K. B. P. and checks*	5. *K. to K. second square*
6. *K. R. to K. square*	6. *Q. to adv. K. B. fourth sq.*
7. *K. R. takes K. P. and checks*	7. K. to Q. third square
8. R. to adv. Q. fourth square and checks	8. K. to his second square *
9. Q. to K. square and ckecks	9. K. takes K. B.
10. Q. P. two squares	10. Q. to K. B. third square
11. K. Kt. to adv. K. Kt. fourth square and checks	11. K. to K. Kt. third square
12. Q. to adv. K. square and checks	12. K. to K. R. third square.

13. K. Kt. to adv. K. B. second square and checkmates.

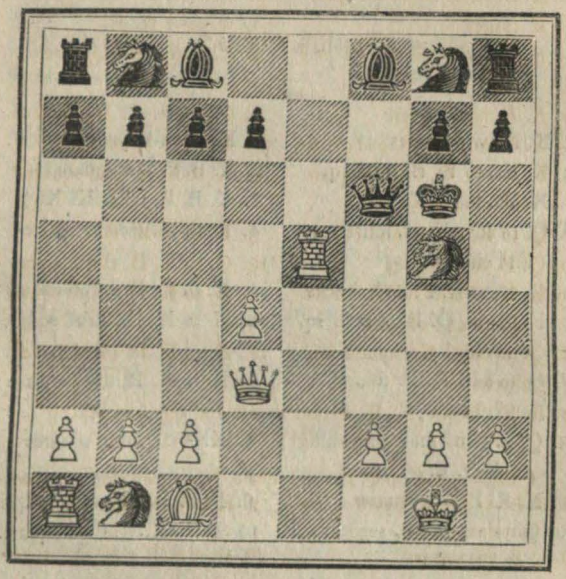
* If Black play K. to Q. B. third square, White may play as follows:—

9. K. Kt. to adv. K. fourth square and checks	9. K. to Q. Kt. third square
10. Q. P. two squares	10. Q. to K. B. third square (*Or* A) (*Or* B)
11. Q. B. to adv. K. Kt. fourth sq.	11. Must either take the B. or play Q. to K. B. fourth square, in both cases White plays Kt. to Q. B. fourth square and wins the Q.
	(*Or* A)
	10. Q. to adv. K. R. fourth square
11. Q. B. to adv. K. Kt. fourth sq.	11. Q. to adv. K. fourth square
12. Q. Kt. to Q. B. third square	12. Loses the Queen.
	(*Or* B)
	10. Q. to adv. K. fourth square
11. Q. Kt. to Q. B. third square	11. Q. to adv. K. R. fourth square.
12. Checkmates in three moves.	

SIXTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE SECOND VARIATION.

Position of the Pieces.



WHITE.	BLACK.
	10. K. to K. R. fourth square
11. K. Kt. to adv. K. B. second sq. checking with the R.*	11. K. to adv. K. Kt. fourth sq. (*Or* A).
12. Q. to K. Kt. third square and checkmates.	

* It would be better to play K. Kt. P. two squares, if Black take the P. or play K. to adv. K. R. fourth square, White will checkmate with Q. at K. R. third square, and if he play K. to K. R. third square, White will checkmate by playing the Kt. to adv. K. B. second square.

WHITE.	BLACK.
	(*Or* A)
	11. K. Kt. P. two squares.
12 R. takes P, checks, and will win.	

Twelfth Game.*

1. K. P. two squares	1. K. P. two squares
2 K. Kt. to K. B. third sq.	2. K. B. P. one square †
3. K Kt. takes K. P.	3. K. B. P. takes K. Kt.‡
4. Q. to adv. K. R. fourth sq. and checks	4. K. to his second square§
5. Q. takes K. P. and checks	5. K. to K. B. second square
6. K. B. to Q. B. fourth sq. and checks	6. K to K. Kt. third square
7. Q. to adv. K. B. fourth sq. and checks	7. K. to K. R. third square
8. Q. P. two squares checking with Q. B.	8. K. Kt. P. two squares
9. K. R. P. two squares	9. K. to K. Kt. second square
10. Q. to adv. K. B. second sq. and checks	10. K. to K. R. third square.
11. K. R. P. takes P. and checkmates.	

* This game is chiefly taken from Damiano's celebrated treatise, and is usually called "Damiano's Gomito."

† Instead of this move Black ought to play Q. Kt. to Q. B. third square, moving K. B. P. one square is no defence to the K. P. as the White may take it without danger.

‡ Black ought not to take the Kt. he should play Q. to K. second square, which would force you to remove the Kt. he would then take your K. P., your position would, however, be rather superior to his.

§ If he interpose K. Kt. P. he will lose K. R.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *K. B. P. one square*
3. *K. Kt. takes K. P.*	3. *P. takes Kt.*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. to his second square*
5. *Q. takes K. P. and checks*	5. *K. to K. B. second square*
6. *K. B. to Q. B. fourth square and checks*	6. Q. P. two squares
7. K. B. takes P. and checks	7. K. to K. Kt. third square
8. K. R. P. two squares	8. K. R. P. one square
9. K. B. takes Q. Kt. P.	9. Q. B. takes K. B.

10. Q. to adv. K. B. fourth square and checkmates.

SECOND VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *K. B. P. one square*
3. *K. Kt. takes K. P.*	3. *P. takes Kt.*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. to his second square*
5. *Q. takes K. P. and checks*	5. *K. to K. B. second square*
6. *K. B. to Q. B. fourth square and checks*	6. *Q. P. two squares*
7. *K. B. takes P. and checks*	7. *K. to K. Kt. third square*
8. *K. R. P. two squares*	8. K. R. P. two squares
9. K. B. takes Q. Kt. P.	9. Q. B. takes K. B.
10. Q. to adv. K. B. fourth sq. and checks	10. K. to K. R. third square

WHITE.	BLACK.
11. Q. P. two squares checking with Q. B.	11. K. Kt. P. two squares
12. Q. B. takes K. Kt. P. and checks	12. Q. takes Q. B.
13. P. takes Q. and checks	13. K. to K. Kt. second square
14. Q. to adv. K. fourth square and checks	14. K. to K. B. second square.
15. Q. takes R. and will win.	

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *K. B. P. one square*
3. *K. Kt. takes K. P.*	3. *P. takes Kt.*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. to his second square*
5. *Q. takes K. P. and checks*	5. *K. to K. B. second square*
6. *K. B. to Q. B. fourth square and checks*	6. *Q. P. two squares*
7. *K. B. takes P. and checks*	7. *K. to K. Kt. third square*
8. *K. R. P. two squares*	8. Q. to K. B. third square
9. Q. to adv. K. square and checks	9. K. to K. R. third square
10. Q. P. two squares checking with Q. B.	10. K. Kt. P. two squares
11. K. R. P. takes P. and checks	11. K. to K. Kt. second square
12. P. takes Q. and checks	12. K. Kt. takes P.

13. Q. checkmates at adv. K. B. second square.

FOURTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE FIRST VARIATION.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *K. B. P. one square*
3. *K. Kt. takes K. P.*	3. *K. B. P. takes Kt.*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. to K. second square*
5. *Q. takes K. P. and checks*	5. *K. to K. B. second square*
6. *K. B. to Q. B. fourth sq. and checks*	6. *Q. P. two squares*
7. *K. B. takes P. and checks*	7. *K. to K. Kt. third square*
8. *K. R. P. two squares*	8. K. B. to Q. third square
9. K. R. P. one square and checks	9. K. to K. R. third square
10. Q. P. two squares checking with Q. B.	10. K. Kt. P. two squares
11. Q. takes K. R.*	11. Q. B. P. one square
12. K. B. takes K. Kt.	12. Q. to K. second square
13. K. B. takes K. R. P.†	13. Q. takes K. B.
14. Q. to adv. K. B. third sq. and checks	14. Q. interposes.
15. Q. takes Q. and checkmates.	

Thirteenth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third square	2. Q. Kt. to Q. B. third square

* You will checkmate in three moves if you take the P. *en passant*.

† This is a well played move.

WHITE.	BLACK.
3. K. B. to Q. B. fourth sq.	3. K. Kt. to K. B. third sq.*
4. K. Kt. to adv. K. Kt. fourth square	4. Q. P. two squares
5. K. P. takes Q. P.	5. K. Kt. takes K. P.
6. K. Kt. takes K. B. P.†	6. K. takes K. Kt.
7. Q. to K. B. third square and checks	7. K. to his third square
8. Q. Kt. to Q. B. third sq.	8. Q. Kt. to K. second square
9. K. castles	9. Q. B. P. one square
10. K. R. to K. square	10. Q. B. to Q. second square‡
11. Q. P. two squares	11. K. to Q. third square
12. K. R. takes P.	12. Q. Kt. to K. Kt. third sq.§
13. Q. Kt. takes K. Kt.	13. Q. Kt. takes K. R.
14. P. takes Kt. and checks	14. K. to Q. B. fourth square (*Or* A) (*Or* B)
15. Q. to Q. R. third sq. and checks	15. K. takes K. B.
16. Q. to her third square and checks	16. K. to Q. B. fourth square.

17. Q. Kt. P. two squares and checkmates.

* K. B. to Q. B. fourth square is a better move; few persons, however, know how to take advantage of this move.

† The sacrifice of this Kt. gives the White a strong attack; it is, nevertheless, bad play, as the Black with care can maintain his numerical superiority; Q. P. two squares is the proper move.

‡ Black loses the game by this move, he ought to have played Q. Kt. to K. Kt. third square.

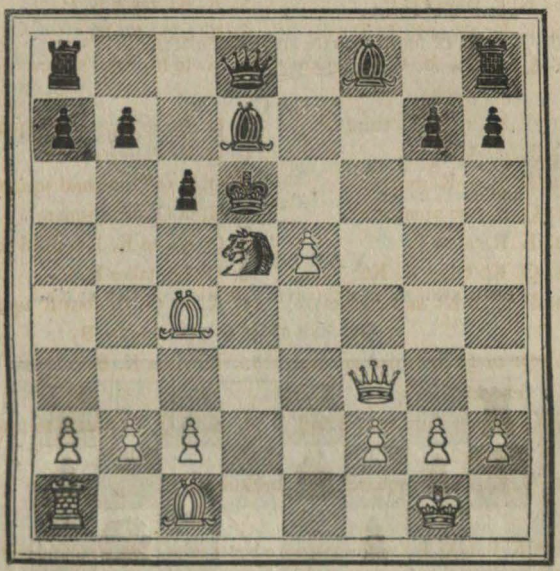
§ Instead of this move Black may play as follow,

	12. K. to Q. B. second square
13. K. B. takes Kt.	13. Kt. takes B.
14. Kt. takes Kt. and checks	14. P. takes Kt.
15. R. takes P. &c.	

White has much the best of the game.

(*Or* A)

Position of the Pieces.



WHITE.	BLACK.
	14. K. takes P.
15. Q. to K. B. fourth square and checks	15. K. to his third square
16. Kt. to adv. Q. B. second sq. and checks	16. K. to K. second square
17. Q. to adv. K. Kt. fourth square and checks	17. K. to Q. third square

18. Q. B. to K. B. fourth square and checkmates.

(*Or* B)

See the preceding Diagram.

WHITE.	BLACK.
	14. K. to his third square
15. Kt. to adv. Q. B. second square and checks	15. K. takes P. (*Or* C).
16. Q. to K. B. fourth square and checkmates.	

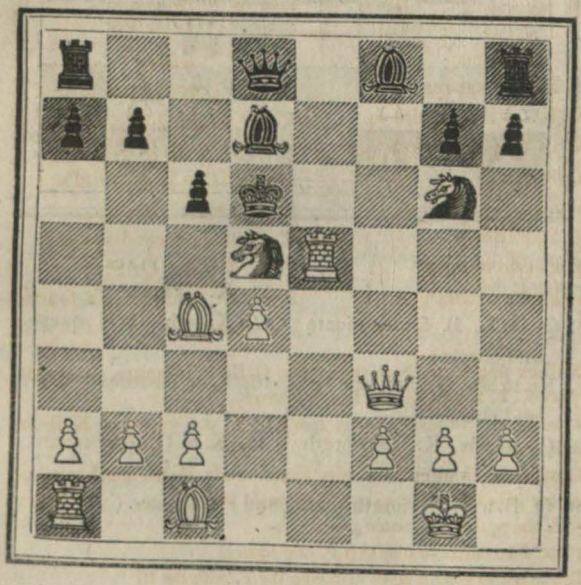
(*Or* C)

	15. K. to his second square.
16. Q. to adv. K. B. second sq. and checkmates.	

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.	BLACK.
	13. P. takes Kt.
14. R. takes P. and checks	14. K. to Q. B. second square
15. Q. B. to K. B. fourth sq. and checks	15. Kt. takes Q. B.
16. Q. takes Kt. and checks	16. K. to Q. B. square *
17. K. B. to adv. K. Kt. fourth square	17. Q. to Q. B. second square
18. Q. takes Q. and checks	18. K. takes Q.

19. R. takes B., checks, and will win.

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DEFENCE.

Fourteenth Game.

BLACK HAVING THE FIRST MOVE.

BLACK.	WHITE.
1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. Q. Kt. to Q. B. third sq.
3. K. B. to Q. B. fourth sq.	3. K. B. to Q. B. fourth sq.
4. K. castles	4. K. Kt. to K. B. third sq.†
5. K. R. to K. square ‡	5. K. castles
6. Q. B. P. one square	6. Q. to K. second square §
7. Q. P. two squares ‖	7. K. P. takes Q. P.
8. K. P. one square ¶	8. K. Kt. to adv. K. Kt. fourth square

* If Black play K. to Q. B. third, or to Q. Kt. third square, you ought still to play K. B. to adv. Q. Kt. fourth square.

† It would also be good play to move Q. P. one square, or K. B. to Q. Kt. third square.

‡ If instead of this move Black play K. Kt. to adv. K. Kt. fourth square, you must not play Q. P. two squares, you ought to castle.

§ Q. P. one square is a better move.

‖ It would be better to play this P. one square.

¶ This is not so good a move as taking the P. with the P.

BLACK.	WHITE.
9. P. takes P.	9. Q. Kt. takes P.
10. K. Kt. takes Q. Kt.	10. Q. to adv. K. R. fourth sq.
11. K. Kt. to K. B. third sq. (*Or* A)	11. Q. takes K. B. P. and checks
12. K. to K. R. square	12. Q. to adv. K. Kt. square and checks
13. R. or Kt. takes Q.	13. K. Kt. to adv. K. B. second square and checkmates.

(*Or* A)

11. K. R. P. one square	11. K. Kt. takes K. B. P.*
12. Q. any where.	12. K. B. takes Kt. and will win.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third square*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *K. castles*	4. *K. Kt. to K. B. third sq.*
5. *K. R. to K. square*	5. *K. castles*
6. *Q. B. P. one square*	6. K. R. to K. square †
7. Q. P. two squares	7. K. P. takes Q. P.
8. K. P. one square	8. K. Kt. to adv. K. Kt. fourth square
9. Q. B. to adv. K. Kt. fourth square	9. K. Kt. takes K. B. P.‡

* Instead of taking the P. with the Kt. you might take it with the Q. and then take Q. Kt. with K. B.

† It would be better to play Q. P. one square.

‡ If you had played K. B. or Q. Kt. to K. second square, you would have the worst of the game.

BLACK.	WHITE.
10. Q. B. takes Q.*	10. K. Kt. takes Q.
11. K. R. takes K. Kt.	11. P. takes Q. B. P. and checks with K. B.
12. K. to K. B. square	12. P. takes Q. Kt. P.
13. Q. Kt. to Q. second square	13. P. takes Q. R. and becomes a Q.
14. R. takes Q.	14. Q. Kt. takes Q. B. and will win.

SECOND VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third square*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth square*
4. *K. castles*	4. *K. Kt. to K. B. third square*
5. *K. R. to K. square*	5. *K. castles*
6. *Q. B. P. one square*	6. *Q. to K. second square*
7. *Q. P. two squares*	7. *K. P. takes Q. P.*
8. *K. P. one square*	8. *K. Kt. to adv. K. Kt. fourth square*
9. *P. takes P.*	9. *Q. Kt. takes P.*
10. *K. Kt. takes Q. Kt.*	10. *Q. to adv. K. R. fourth sq.*
11. Q. B. to K. third square	11. Q. takes K.R.P. and checks
12. K. to K. B. square	12. Q. to adv. K. R. square and checks
13. K. to his second square	13. Q. takes K. Kt. P.
14. K. R. to K. Kt. square	14. K. Kt. takes Q. B.

* There are two variations on this move.

BLACK.	WHITE.
15. K. takes K. Kt.	15. B. takes Kt. and checks
16. K. takes B.	16. Q. takes K.B.P. and checks
17. K. to Q. B. third square	17. Q. to adv. K. third square and checks
18. B. interposes.	18. Q. takes P. and checks

White will win with his Pawns.

THIRD VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *Q. Kt. to Q. B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth square*
4. *K. castles*	4. *K. Kt. to K. B. third sq.*
5. *K. R. to K. square*	5. *K. castles*
6. *Q. B. P. one square*	6. *K. R. to K. square*
7. *Q. P. two squares*	7. *K. P. takes Q. P.*
8. *K. P. one square*	8. *K. Kt. to adv. K. Kt. fourth square*
9. *Q. B. to adv. K. Kt. fourth square*	9. *K. Kt. takes K. B. P.*
10. K. takes K. Kt.	10. P. takes Q. B. P. and checks with K. B.
11. K. to K. B. square	11. P. takes Q. Kt. P.
12. Q. Kt. to Q. B. third square	12. P. takes Q. R. and becomes a Q.
13. Q. takes Q.	13. K. B. to K. second square and will win.

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

BLACK.	WHITE.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *Q. Kt. to Q. B. third sq.*
3. *K. B. to Q. B. fourth sq.*	3. *K. B. to Q. B. fourth sq.*
4. *K. castles*	4. *K. Kt. to K. B. third sq.*
5. *K. R. to K. square*	5. *K. castles*
6. *Q. B. P. one square*	6. *K. R. to K. square*
7. *Q. P. two squares*	7. *K. P. takes Q. P.*
8. *K. P. one square*	8. *K. Kt. to adv. K. Kt. fourth square*
9. *Q. B. to adv. K. Kt. fourth square*	9. *K. Kt. takes K. B. P.*
10. Q. to Q. Kt. third square	10. P. takes Q. B. P.
11. Q. B. takes Q.*	11. P. takes Q. Kt. P.
12. Q. takes the P. at her Kt. second square †	12. K. Kt. to adv. Q. third sq. checking with K. B.
13. K. to K. B. square	13. K. Kt. takes Q.
14. Q. B. takes Q. B. P.	14. K. Kt. takes K. B.

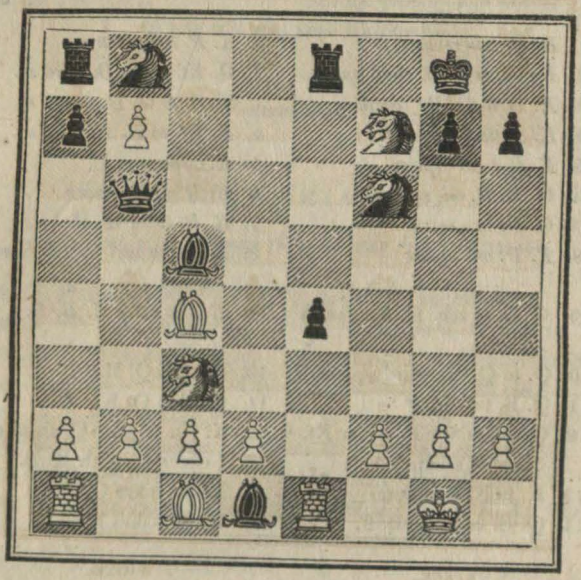
* In the sixth variation the Q. Kt. takes the Pawn.

† In the fifth variation the Black plays Q. Kt. to Q. B. third square.

FIFTH VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



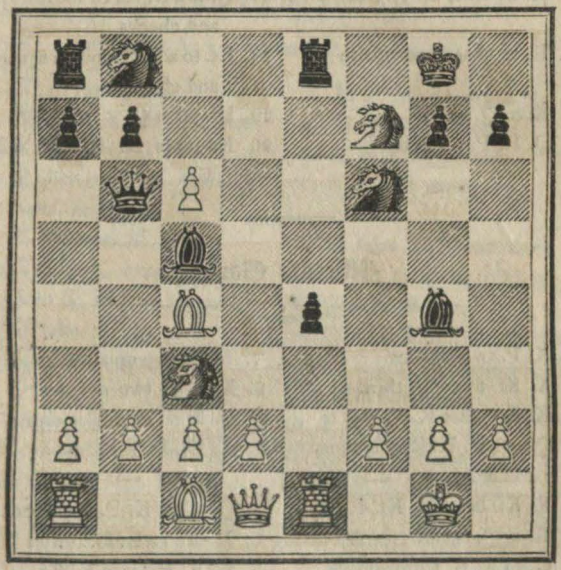
BLACK.	WHITE.
12. Q. Kt. to Q. B. third sq.	12. K. Kt. to adv. Q. square and checks with K. B.
13. K. to K. B. square	13. P. takes Q. R. P. and becomes a Q.
14. R. takes K. Kt.	14. Q. takes R. and checks
15. Kt. takes Q.	15. Kt. takes Q. B. and will win.*

* Notwithstanding Greco's assertion, I think it at least doubtful whether the White have the best of the game.

SIXTH VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



BLACK.	WHITE.
11. Q. Kt. takes P.	11. Kt. to adv. K. R. third sq. and checks
12. K. to K. R. square	12. Kt. to adv. K. B. second square and checks
13. K. to K. Kt. square	13. Kt. to adv. K. R. third square, checks, and will draw the game by a perpetual check, unless the Black King move differently.*

* It appears then that the White has not the best of the game since he can only draw it; this arises from his having played K. R. to K. square on the sixth move, thus confining the Queen.

BLACK.	WHITE.
14. K. to K. B. square*	14. Kt. takes Q. B.
15. Kt. takes Kt.	15. Q. takes Kt.
16. K. B. takes K. B. P. and checks	16. K. to K. B. square
17. K. B. takes K. R.	17. Q. to adv. K. B. fourth sq. and checks
18. K. to his second square	18. Kt. to adv. Q. fourth square and checks
19. K. to Q. square	19. Kt. takes Q.
20. Q. R. P. takes Kt.	20. K. takes K. B. and will win.

Fifteenth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. K. B. P. two squares †
3. K. Kt. takes K. P.	3. Q. to K. second square
4. Q. to adv. K. R. fourth sq. and checks‡	4. K. Kt. P. one square
5. K. Kt. takes K. Kt. P.	5. Q. takes K. P. and checks
6. K. to Q. square (*Or* A)	6. K. Kt. to K. B. third sq.
7. Q. to K. R. third square	7. K. R. P. takes K. Kt.
8. Q. takes K. R.	8. K. Kt. to adv. K. Kt. fourth square
9. Q. to K. R. fourth square §	9. K. Kt. to adv. K. third sq. and checks

* He ought to play the K. to his R. square, and suffer the game to be drawn.

† This move of Greco's is original and ingenious; it is not, however, so good as Q. Kt. to Q. B. third square.

‡ It would be better to play Q. P. two squares.

§ Instead of this move he might play Q. P. one square. (*See the third variation.*)

BLACK.	WHITE.
10. Q. P. takes K. Kt.	10. Q. takes Q. and will win.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *K. B. P. two squares*
3. *K. Kt. takes K. P.*	3. *Q. to K. second square*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. Kt. P. one square*
5. *K. Kt. takes K. Kt. P.*	5. *Q. takes K. P. and checks*
6. K. B. to K. second square	6. K. Kt. to K. B. third sq.
7. Q. to K. R. fourth square	7. Q. takes K. Kt. P.
8. Kt. takes K. R.	8. Q. takes K. R. and checks
9. K. B. to its square	9. Q. to adv. K. fourth square and checks
10. Q. takes Q.	10. P. takes Q.
11. K. B. to Q. B. fourth sq.*	11. Q. P. two squares
12. K. B. to adv. Q. Kt. fourth square and checks	12. Q. B. P. one square
13. K. B. to K. second square.	13. K. B. to K. Kt. second sq. and will win.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third square*	2. *K. B. P. two squares*

* This is one of the worst moves the Black can play, as the White by advancing Q. P. two squares forces the B. to remove, and at the same time releases his own Q. B.

BLACK.	WHITE.
3. *K. Kt. takes K. P.*	3. *Q. to K. second square*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. Kt. P. one square*
5. *K. Kt. takes K. Kt. P.*	5. *Q. takes K. P. and checks*
6. *K. B. to K. second square*	6. *K. Kt. to K. B. third sq.*
7. Q. to K. R. third square	7. K. R. P. takes K. Kt.
8. Q. takes K. R.	8. Q. takes K. Kt. P.
9. K. R. to K. B. square	9. K. to K. B. second square
10. K. B. to Q. B. fourth sq. and checks *	10. Q. P. two squares
11. K. B. to K. second square	11. Q. Kt. to Q. B. third sq.
12. Q. B. P. one square	12. Q. B. to Q. second square
13. Q. P. two squares †	13. Q. Kt. takes Q. P.
14. P. takes Q. Kt.	14. K. B. to adv. Q. Kt. fourth square and checks
15. Q. B. to Q. second square	15. K. B. takes Q. B. and checks
16. Kt. takes K. B.	16. R. takes Q. and will win.

THIRD VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. Kt. to K. B. third sq.*	2. *K. B. P. two squares*
3. *K. Kt. takes K. P.*	3. *Q. to K. second square*
4. *Q. to adv. K. R. fourth sq. and checks*	4. *K. Kt. P. one square*
5. *K. Kt. takes K. Kt. P.*	5. *Q. takes K. P. and checks*

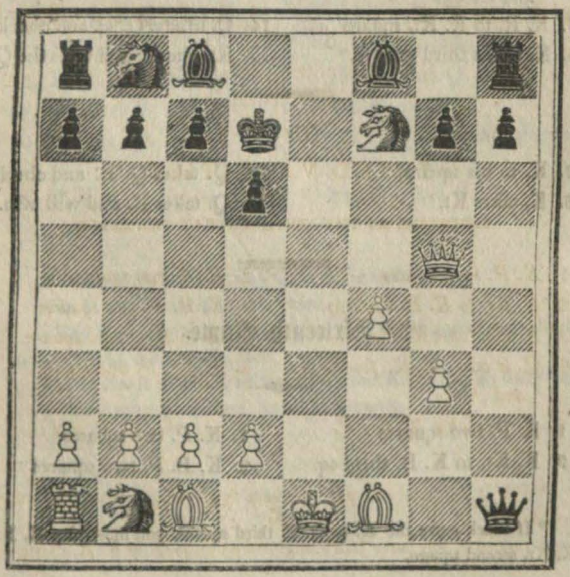
* This is extremely ill played, there is scarcely a worse move on the board.

† Instead of this move Black ought to play the Q. to K. R. fourth sq.

BLACK.	WHITE.
6. *K. to Q. square*	6. *K. Kt. to K. B. third square*
7. *Q. to K. R. third square*	7. *K. R. P. takes K. Kt.*
8. *Q. takes K. R.*	8. *K. Kt. to adv. K. Kt. fourth square*
9. Q. P. one square	9. K. Kt. takes K. B. P. and checks
10. K. to Q. second square	10. Q. to adv. K. Kt. fourth sq.
11. K. B. to K. second square (*Or* A) (*Or* B)	11. Q. to adv. K. B. fourth sq. and checks
12. K. to Q. B. third square (*Or* C).	12. Q. to adv. Q. Kt. fourth sq. and checkmates.

(*Or* A)

Position of the Pieces.



BLACK.	WHITE.
11. R. to K. Kt. square	11. Q. to adv. Q. square and checks
12. K. to his third square	12. Kt. to adv. K. Kt. fourth square and checks
13. K. to Q. fourth square.	13. Q. takes Q. B. and will win.

(*Or* B)

See the preceding Diagram.

11. Q. to adv. K. fourth square and checks	11. K. to K. B. second square
12. Q. to adv. Q. fourth square and checks	12. K. to K. Kt. second square
13. Q. to adv. K. fourth square and checks	13. K. to K. R. second square
14. K. R. to K. Kt. square	14. Q. to adv. Q. sq. and checks
15. K. to his third square.*	15. Kt. checks and wins the Q.

(*Or* C)

12. K. to his square	12. Q. takes Q. B. and checks
13. K. takes Kt.	13. Q. takes R. and will win.

Sixteenth Game.

1. K. P. two squares	1. K. P. two squares
2. K. Kt. to K. B. third sq.	2. K. B. P. two squares

* If Black move the K. to Q. B. third square, you must play K. B. to K. Kt. second square.

BLACK.	WHITE.
3. K. P. takes P.	3. K. P. one square
4. K. Kt. to adv. K. fourth square	4. K. Kt. to K. B. third sq.
5. K. Kt. P. two squares	5. Q. P. one square *
6. K. Kt. to Q. B. fourth sq.	6. K. R. P. one square †
7. K. B. to K. Kt. second sq.	7. Q. P. one square
8. K. Kt. to K. third square ‡	8. Q. P. one square
9. K. Kt. to Q. B. fourth sq.	9. Q. Kt. P. two squares
10. K. Kt. to Q. R. third sq. §	10. Q. R. P. one square
11. Q. P. one square	11. Q. B. to Q. Kt. second sq.
12. P. takes P.	12. K. Kt. takes P.
13. Q. Kt. to Q. second square	13. K. B. to adv. Q. Kt. fourth square
14. Q. B. P. one square ‖	14. P. takes Q. B. P.
15. Kt. takes K. Kt.	15. P. takes Q. Kt. P. and checks with K. B.
16. Q. B. interposes	16. B. takes B. and checks
17. Kt. takes B.	17. B. takes B.
18. K. R. to K. Kt. square	18. P. takes Q. R.
19. Q. takes P.	19. K. castles
20. R. takes Q. B.	20. Q. to K. second square and checks
21. K. to K. B. square.	21. Q. takes Kt. and will win.

* It would be better to play Q. to K. second square.

† Q. P. one square is a better move.

‡ The Kt. ought to be played to adv. K. fourth square, and afterwards to adv. K. Kt. third square, &c.

§ Here also it would be better to play the Kt. to adv. K. fourth square.

‖ This is not a good move, he ought to castle.

Seventeenth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. B. to Q. B. fourth sq.
3. Q. to adv. K. R. fourth square *	3. Q. to K. second square
4. Q. Kt. to Q. B. third sq.	4. Q. B. P. one square †
5. K. Kt. to K. B. third sq.	5. K. Kt. to K. B. third sq.‡
6. Q. takes K. P.	6. K. B. takes K. B. P. and checks
7. K. takes K. B. (*Or* A)	7. K. Kt. to adv. K. Kt. fourth sq., checks, and wins the Q.

(*Or* A)

7. K. to K. B. square	7. Q. takes Q.
8. K. Kt. takes Q.	8. K. B. to adv. Q. fourth sq.
9. K. Kt. takes K. B. P.	9. Q. P. two squares
10. K. Kt. takes K. R.	10. P. takes K. B. and afterwards playing the K. to his Kt. square will gain the Kt. and the game.

* This move is frequently played; it is, however, not a good one: Q. B. P. one square, or Q. to K. second square, is much better.

† It would be also good play to move K. Kt. to K. B. third square.

‡ Q. P. one square is a better move.

Eighteenth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. Kt. to K. B. third sq.*
3. K. B. P. two squares †	3. K. Kt. takes K. P.
4. K. Kt. to K. B. third sq.	4. K. P. takes K. B. P.
5. K. castles	5. K. B. to Q. B. fourth sq. and checks ‡
6. Q. P. two squares	6. K. B. to Q. Kt. third sq.§
7. K. R. to K. square	7. K. B. P. two squares ‖
8. Q. Kt. to Q. B. third square	8. Q. to K. second square
9. K. B. to adv. Q. fourth sq.	9. Q. B. P. one square
10. K. B. takes K. Kt.	10. Q. to K. B. third square
11. K. B. takes P. at adv. K. B. fourth sq. and checks with the R.	11. K. to Q. square
12. Q. Kt. to K. fourth sq.¶	12. Q. to K. R. third square **
13. K. Kt. P. one square	13. Q. Kt. to Q. R. third sq.
14. Kt. to adv. Q. third square	14. Q. takes Q. Kt.
15. K. Kt. to adv. K. fourth sq.	15. Q. to K. B. third square
16. Q. to adv. K. R. fourth sq.	16. K. Kt. P. one square

* It is much better to play K. B. to Q. B. fourth square.

† K. Kt. to K. B. third square is preferable.

‡ It is surprizing that so skillful a player as Greco should so frequently direct this check to be given, when the advance of the Q. P. forces the Bishop to remove immediately.

§ It would be better to play the B. to K. second square.

‖ If, instead of this move, Black were to play Q. P. two squares, White should take it with K. B. and then play Q. Kt. to Q. B. third square.

¶ This is not a good move, as Black can take the K. B.

** Black ought unquestionably to take the K. B.

WHITE.	BLACK.
17. K. B. takes K. Kt. P.	17. K. R. P. takes K. B.
18. Q. takes K. R. and checks	18. Q. takes Q.
19. Kt. to adv. K. B. second sq. and checks	19. K. to Q. B. second square
20. Q. B. takes P. and checks	20. Q. P. one square
21. Q. B. takes P. and checks	21. K. to Q. second square.

22. R. to adv. K. second square and checkmates.*

Nineteenth Game.

BLACK MOVING FIRST.

BLACK.	WHITE.
1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. Kt. to K. B. third sq.†
3. Q. Kt. to Q. B. third sq.‡	3. Q. B. P. one square
4. Q. to K. B. third square	4. Q. Kt. P. two squares §
5. K. B. to Q. Kt. third sq.	5. Q. Kt. P. one square
6. Q. Kt. to Q. R. fourth sq.	6. Q. P. two squares
7. Q. P. one square	7. K. R. P. one square
8. K. Kt. to K. second square	8. Q. P. one square
9. K. Kt. to its third square.	9. Q. B. to adv. K. Kt. fourth square, will gain the Q. and the game. ‖

* The last few moves of the White are good, but the rest of the game is very ill played.

† This is not so good a move as K. B. to Q. B. fourth square.

‡ This is not the proper move, he ought to play K. Kt. to K. B. third square, or Q. P. two squares.

§ It is almost always bad play to advance the Kt. P. or R. P. in the early part of the game.

‖ There is not much to be learned from this game or the variation, both are extremely ill played.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

BLACK.	WHITE.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. to Q. B. fourth square*	2. *K. Kt. to K. B. third sq.*
3. *Q. Kt. to Q. B. third square*	3. *Q. B. P. one square*
4. *Q. to K. B. third square*	4. *Q. Kt. P. two squares*
5. *K. B. to Q. Kt. third sq.*	5. *Q. Kt. P. one square*
6. *Q. Kt. to Q. R. fourth sq.*	6. *Q. P. two squares*
7. P. takes P.	7. P. takes P.
8. K. Kt. to K. second square	8. Q. to Q. R. fourth square
9. K. Kt. to its third square	9. Q. B. to adv. K. Kt. fourth square
10. Q. to K. third square	10. Q. P. one square
11. Q. to Q. third square.	11. Q. B. to Q. second sq. will gain the Q. Kt. and the game.

Twentieth Game.

1. K. P. two squares	1. K. P. two squares
2 K. B. to Q. B. fourth sq.	2. K. B. P. two squares *
3. K. B. takes K. Kt.	3. K. R. takes K. B.
4. Q. to adv. K. R. fourth sq. and checks	4. K. Kt. P. one square
5. Q. takes K. R. P.	5. K. R. to K. Kt. second sq.
6. Q. to adv. K. R. square †	6. Q. to K. Kt. fourth square

* K. B. to Q. B. fourth square is a much better move.

† Q. to K. R. third square is preferable.

BLACK.	WHITE.
7. Q. to K. R. third square	7. P. takes P.
8. Q. Kt. to Q. B. third sq.	8. Q. to K. B. fourth square
9. Q. to K. third square	9. R. to K. B. second square
10. K. Kt. to K. R. third sq.*	10. Q. P. two squares †
11. Q. Kt. takes P.	11. Q. Kt. to Q. B. third sq.
12. Q. B. P. one square	12. Q. B. to K. third square
13. Q. B. P. one square ‡	13. Q. Kt. to adv. Q. fourth sq.
14. Q. to Q. B. third square	14. Q. to adv. K. Kt. fourth sq.
15. K. castles.	15. Kt. to adv. K. second sq., checks, and wins the Q.

Twenty-first Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. B. to Q. B. fourth sq.
3. Q. to K. second square	3. Q. P. one square
4. Q. B. P. one square	4. Q. Kt. to Q. B. third sq.
5. K. B. P. two squares	5. K. P. takes P. §
6. K. Kt. to K. B. third sq. ‖	6. K. Kt. P. two squares ¶

* Instead of this move, Black ought to take the P. with the Kt.

† This and the succeeding moves are very skilfully played.

‡ If he were to play the Kt. to Q. Kt. fourth square, you must take it with the B. and then play Q. Kt. to adv. Q. fourth square.

§ It would be better to take the K. Kt.

‖ Q. P. two squares would be rather better.

¶ This is not a good move, the P. cannot be defended with safety, he ought to play Q. Kt. to K. fourth square.

WHITE.	BLACK.
7. K. R. P. two squares	7. K. Kt. P. one square
8. K. Kt. to adv. K. Kt. fourth square	8. K. Kt. to K. R. third sq.
9. Q. P. two squares	9. K. B. to Q. Kt. third sq.
10. Q. B. takes P.	10. Q. to K. second square
11. K. R. to K. B. square	11. K. B. P. one square
12. Q. Kt. to Q. second square*	12. P. takes K. Kt.
13. Q. B. takes P.	13. Q. to K. Kt. second square
14. Q. to K. third square	14. K. Kt. to its square
15. K. B. to adv. K. B. second square and checks	15. K. to Q. second square
16. Q. to K. B. fourth square	16. K. Kt. to K. second square†
17. Q. takes P. and checks	17. K. to Q. square
18. Q. B. takes K. Kt. and checks	18. Q. Kt. takes B.
19. Q. takes Q. and will win.	

* Your position is so good that it is better to sacrifice the K. Kt. than play it to K. R. third square.

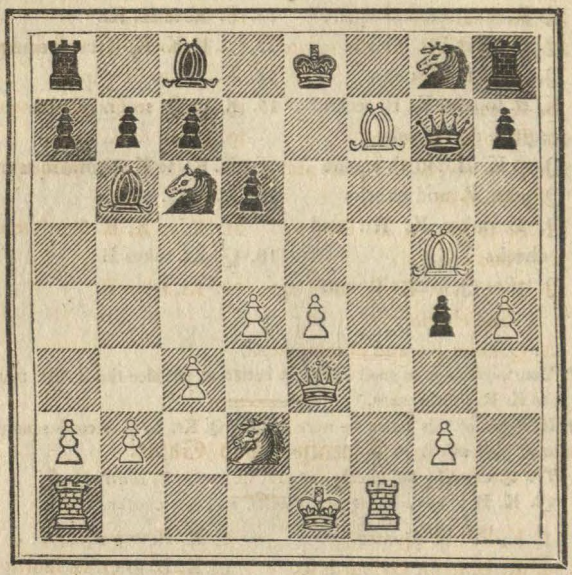
† If instead of this move he were to play Q. Kt. to K. second square, you should play as follows:—

17. Q. takes P. and checks — 17. K. to Q. B. third square.
18. K. B. to adv. K. square, checks, and will checkmate the next move.

FIRST VARIATION,

BEGINNING AT THE FIFTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE	BLACK.
	15. K. to K. B. square
16. K. B. to adv. K. R. fourth sq. and checks with K. R.	16. K. Kt. to K. B. third sq.
17. Q. B. to adv. K. R. third square	17. Q. takes Q. B.
18. Q. takes Q., checks, and will win.	

SECOND VARIATION,

BEGINNING AT THE FIFTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

WHITE.	BLACK.
	15. Q. takes K. B.
16. R. takes Q.	16. K. takes R.
17. Q. to K. B. fourth square and checks	17. K. to K. Kt. second square
18. K. castles	18. Q. B. to Q. second square*
19. R. to K. B. square	19. Q. B. to K. square
20. Q. to adv. K. B. square and checks †	20. K. to K. Kt. third square
21. R. to adv. K. B. third sq. and checks	21. K. to K. R. fourth square ‡
22. R. to adv. K. R. third sq. and checks	22. Kt. takes R.
23. Q. takes Kt. and checkmates.	

Twenty-second Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. to Q. B. fourth sq.	2. K. B. to Q. B. fourth sq.

* If the Black attack the Q. B. with K. R. P. you should play as follows:—

19. R. to K B. square	19. P. takes B.
20. Q. takes P. and checks	20. K. to K. R. second square
21. R. checkmates.	

† The checkmate may be given one move sooner, by checking with the B. at adv. K. R. third square; if he does not take the B. he will be checkmated the next move, and if he take it, he will be checkmated in two moves.

‡ If the Kt. take the R. White will checkmate at adv. K. R. third sq.

WHITE.	BLACK.
3. Q. to K. second square	3. Q. to K. second square
4. K. B. P. two squares	4. K. B. takes K. Kt.
5. K. R. takes K. B.	5. K. P. takes P.*
6. Q. P. two squares	6. Q. to adv. K. R. fourth sq. and checks †
7. K. Kt. P. one square	7. P. takes P.
8. R. takes P.	8. K. Kt. to K. B. third sq.
9. Q. Kt. to Q. B. third sq.	9. K. Kt. to K. R. fourth sq.
10. K. B. takes K. B. P. and checks	10. K. takes K. B.
11. Q. B. to adv. K. Kt. fourth square	11. K. Kt. takes K. R.
12. Q. to K. B. third sq. and checks	12. K. to his Kt. third square
13. Q. B. takes Q.	13. K. Kt. to K. R. fourth square
14. Q. to adv. K. B. fourth sq. and checks	14. K. to his R. third square.

15. Q. to adv. K. Kt. fourth square and checkmates.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. to Q. B. fourth sq.*	2. *K. B. to Q. B. fourth sq.*
3. *Q. to K. second square*	3. *Q. to K. second square*
4. *K. B. P. two squares*	4. K. P. takes P.‡

* Q. P. one square is a better move.

† This is not well played, he should move Q. P.

‡ It is better to take the K. Kt. and then play Q. P. one square.

WHITE.	BLACK.
5. K. Kt. to K. B. third sq.	5. K. Kt. P. two squares *
6. K. R. P. two squares	6. K. B. P. one square
7. K. R. P. takes P.	7. P. takes P.
8. Q. Kt. to Q. B. third sq.†	8. Q. B. P. one square ‡
9. Q. P. two squares	9. P. to adv. K. Kt. fourth sq.
10. K. Kt. to K. R. fourth sq.	10. K. B. takes Q. P.
11. K. Kt. to adv. K. B. fourth square	11. K. B. takes Q. Kt. and checks
12. P. takes K. B.	12. Q. to K. B. third square
13. Q. B. takes P.	13. Q. takes P. and checks
14. K. to his B. second square	14. Q. Kt. P. two squares §
15. K. B. to Q. Kt. third sq.	15. Q. R. P. two squares
16. K. Kt. to adv. Q. third sq. and checks	16. K. to Q. square
17. Q. takes K. Kt. P.	17. K. Kt. to K. second square
18. Kt. to adv. K. B. second sq. and checks	18. K. to his square
19. Q. to adv. K. R. fourth square	19. Q. to adv. Q. fourth square and checks
20. K. to his B. third square	20. Q. to adv. Q. B. third sq. and checks
21. K. to his second square	21. K. R. to K. B. square

* It should be observed in this kind of Gambit, that the Gambit Pawn cannot be successfully supported.

† White might also play K. R. to adv. K. R. fourth square, and if Black play K. R. P. one square, White must take the P. with the Kt.; if instead of K. R. P. one square, Black play P. to adv. K. Kt. fourth square, he will lose the Q.

‡ If instead of this move, Black were to play K. Kt. to K. B. third sq., White must advance K. P. one square, and then play Q. Kt. to adv. Q. fourth square.

§ It would be better to play K. R. P. two squares, White would notwithstanding have the best of the game.

WHITE.	BLACK.
22. Kt. to adv. Q. third square and checks	22. K. to Q. square
23. Q. to adv. K. square and checks	23. R. takes Q.

24. Kt. to adv. K. B. second square and checkmates.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. to Q. B. fourth sq.*	2. *K. B. to Q. B. fourth square*
3. *Q. to K. second square*	3. *Q. to K. second square*
4. *K. B. P. two squares*	4. *K. P. takes P.*
5. *K. Kt. to K. B. third sq.*	5. *K. Kt. P. two squares*
6. Q. P. two squares	6. K. B. to adv. Q. Kt. fourth square and checks
7. Q. B. P. one square	7. K. B. to Q. R. fourth sq.
8. K. R. P. two squares	8. K. B. P. one square
9. K. R. P. takes P.	9. P. takes P.
10. K. Kt. P. one square *	10. P. to adv. K. Kt. fourth sq.
11. K. Kt. to adv. K. fourth sq.	11. P. to adv. K. B. third sq.
12. Q. to K. third square	12. K. Kt. to K. B. third sq.
13. K. Kt. to adv. K. Kt. third square	13. Q. to K. Kt. second square
14. K. Kt. takes K. R.	14. Q. takes K. Kt.
15. K. P. one square	15. K. Kt. to its square
16. Q. to adv. K. Kt. fourth sq.	16. K. Kt. to K. second square
17. Q. to adv. K. R. fourth sq. and checks	17. K. to Q. square
18. Q. takes K. R. P.	18. Q. takes Q.

* You might also play K. Kt. to adv. K. fourth square.

WHITE.	BLACK.
19. R. takes Q.	19. Q. P. one square *
20. K. P. one square	20. Q. P. one square †
21. R. to adv. K. R. square and checks	21. K. Kt. to its square
22. Q. B. to adv. K. Kt. fourth square and checks	22. K. to his square.
23. R. takes Kt. and checkmates.	

THIRD VARIATION,‡

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. to Q. B. fourth sq.*	2. *K. B. to Q. B. fourth square*
3. *Q. to K. second square*	3. *Q. to K. second square*
4. *K. B. P. two squares*	4. *K. P. takes P.*
5. *K. Kt. to K. B. third sq.*	5. *K. Kt. P. two squares*
6. *Q. P. two squares*	6. *K. B. to adv. Q. Kt. fourth square and checks*
7. *Q. B. P. one square*	7. *K. B. to Q. R. fourth sq.*
8. *K. R. P. two squares*	8. K. Kt. P. one square
9. K. Kt. to adv. K. Kt. fourth square	9. K. Kt. to K. R. third sq.
10. Q. B. takes P.	10. K. B. P. one square
11. K. castles	11. P. takes K. Kt.
12. Q. B. takes P.	12. Q. to K. Kt. second sq.
13. Q. to K. third square	13. K. Kt. to its square
14. K. R. to adv. K. B. second square	14. Q. to K. Kt. third square

* It would be better to play this P. two squares.

† Q. B. P. two squares would be much better.

‡ This variation is extremely well played by the White.

WHITE.	BLACK.
15. Q. to K. B. fourth square	15. Q. P. one square
16. R. to adv. K. B. square and checks.	16. K. to Q. second square
17. K. B. to adv. K. B. second square	17. Q. to K. Kt. second square
18. K. B. to adv. K square and checks.	18. K. to his third square.

19. Q. P. one square and checkmates.

FOURTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. to Q. B. fourth square*	2. *K. B. to Q. B. fourth sq.*
3. *Q. to K. second square*	3. *Q. to K. second square*
4. *K. B. P. two squares*	4. *K. P. takes P.*
5. *K. Kt. to K. B. third sq.*	5. K. Kt. to K. B. third sq.
6. Q. P. two squares	6. K. B. to adv. Q. Kt. fourth square and checks
7. Q. B. P. one square	7. K. B. to Q. R. fourth sq.
8. K. P. one square	8. K. Kt. to K. R. fourth sq.
9. K. castles	9. K. castles
10. K. Kt. to K. square	10. Q. to adv. K. R. fourth sq.
11. K. Kt. to Q. third square	11. K. Kt. P. two squares
12. Q. Kt. to Q. second sq.	12. Q. B. P. one square
13. Q. Kt. to K. fourth square	13. K. to Q. R. square *
14. Q. Kt. to adv. Q. third sq.†	14. Q. Kt. to Q. R. third sq.

15. Q. Kt. to adv. K. B. fourth sq. wins the Q. and the game.

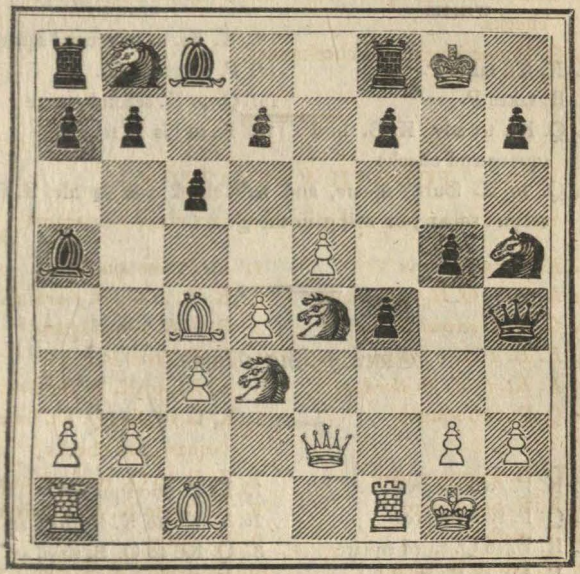
* The reason this move is made, is to prevent the White from taking the Kt. with the Q. and then playing K. Kt. to adv. K. B. third square.

† The situation of this Knight is sufficient to decide the game in favour of the White.

FIFTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FOURTH VARIATION.

Position of the Pieces.



WHITE	BLACK.
	13. Q. Kt. P. two squares
14. K. B. to Q. Kt. third sq.	14. K. B. to Q. B. second sq.*
15. Q. takes K. Kt.	15. Q. takes Q.
16. Q. Kt. to adv. K. B. third square and checks	16. K. to his Kt. second sq.
17. Kt. takes Q. and will win.	

* If he were to play this Bishop to Q. square, you would win a piece by playing Q. Kt. to adv. Q. third square.

SIXTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FOURTH VARIATION.

See the preceding Diagram.

WHITE.	BLACK.
	13. K. Kt. to its second square
14. K. Kt. takes P.	14. P. takes K. Kt.
15. R. takes P.	15. Q. to K. second square
16. Q. Kt. to adv. K. B. third square and checks	16. K. to his R. square.

17. Q. to K. fourth square, and will checkmate at adv. K. R. second square, or will gain the Q.

Twenty-third Game.

1. K. P. two squares	1. K. P. one square *
2. Q. P. two squares	2. K. Kt. to K. B. third sq.
3. K. B. to Q. third square	3. Q. Kt. to Q. B. third sq.
4. K. Kt. to K. B. third sq.	4. K. B. to K. second square
5. K. R. P. two squares	5. K. castles
6. K. P. one square †	6. K. Kt. to Q. fourth square
7. K. B. takes K. R. P. and checks	7. K. takes K. B. ‡

* This method of opening the game is bad, as it confines the pieces, and enables the adversary to crowd the game.

† This and the following moves of the White are extremely well played.

‡ Should he refuse to take B. you must still play K. Kt. to his K. Kt. fourth square, in order to play afterwards Q. to adv. K. R. fourth sq., &c.

WHITE.	BLACK.
8. K. Kt. to adv. K. Kt. fourth square and checks	8. K. B. takes K. Kt.*
9. K. R. P. takes K. B. and checks with K. R.	9. K. to K. Kt. square
10. Q. to adv. K. R. fourth sq.	10. K. B. P. two squares
11. P. to adv. K. Kt. third sq.	11. K. R. to K. square.

12. Q. to adv. K. R. square and checkmates.

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. one square*
2. *Q. P. two squares*	2. *K. Kt. to K. B. third sq.*
3. *K. B. to Q. third square*	3. *Q. Kt. to Q. B. third sq.*
4. *K. Kt. to K. B. third sq.*	4. *K. B. to K. second square*
5. *K. R. P. two squares*	5. *K. castles*
6. *K. P. one square*	6. *K. Kt. to Q. fourth square*
7. *K. B. takes K. R. P. and checks*	7. *K. takes K. B.*
8. *K. Kt. to adv. K. Kt. fourth square and checks*	8. K. to K. Kt. third sq.
9. K. R. P. one square and checks	9. K. to K. B. fourth square (*Or* A).

10. K. Kt. P. two squares and checkmates.

* If instead of taking the Kt. he play the K. to his R. or Kt. square, you must play the Q. to adv. K. R. fourth square; if he play the K. to his R. third square he will lose the Q., and if the K. to K. Kt. third square see the first variation.

(*Or* A)

WHITE.	BLACK.
	9. K. to K. R. third square
10. Kt. takes K.B.P. and checks	10. K. to K. R. second square.
11. Kt. takes Q. and will win.	

SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. one square*
2. *Q. P. two squares*	2. *K. Kt. to K. B. third sq.*
3. *K. B. to Q. third square*	3. *Q. Kt. to Q. B. third sq.*
4. *K. Kt. to K. B. third square*	4. *K. B. to K. second square*
5. *K. R. P. two squares*	5. *K. castles*
6. *K. P. one square*	6. *K. Kt. to Q. fourth square*
7. *K. B. takes K. R. P. and checks*	7. *K. takes K. B.*
8. *K. Kt. to adv. K. Kt. fourth square and checks*	8. *K. B. takes K. Kt.*
9. *K. R. P. takes K. B. and checks*	9. K. to K. Kt. third square
10. Q. to adv. K. R. fourth sq. and checks	10. K. to K. B. fourth square
11. Q. to adv. K. R. second sq. and checks *	11. K. Kt. P. one square
12. Q. to K. R. third sq. and checks	12. K. to adv. K. fourth sq.

13. Q. to Q. third square and checkmates.

* This is a useless move, you should check with the Q. at K. R. third square, &c. as Black cannot play K. to his Kt. third square without being checkmated on the move.

Twenty-fourth Game.

WHITE.	BLACK.
1. K. P. two squares	1. Q. Kt. P. one square *
2. Q. P. two squares	2. Q. B. to Q. Kt. second sq.
3. K. B. to Q. third square	3. Q. Kt. to Q. B. third sq.
4. Q. B. to K. third square	4. K. Kt. P. one square
5. K. B. P. two squares	5. K. B. to K. Kt. second sq.
6. K. Kt. to K. B. third sq.	6. K. Kt. to K. B. third sq.
7. Q. B. P. two squares	7. K. castles.

8. Q. Kt. to Q. B. third square, and afterwards castling on the Q. side, and advancing the Pawns on the K. R. side, will win the game.†

VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1. *K. P. two squares*	1. *Q. Kt. P. one square*
2. *Q. P. two squares*	2. *Q. B. to Q. Kt. second sq.*
3. *K. B. to Q. third square*	3. K. B. P. two squares
4. K. P. takes K. B. P.	4. Q. B. takes K. Kt. P.
5. Q. to adv. K. R. fourth sq. and checks	5. K. Kt. P. interposes

* This is also a bad method of opening the game.

† Black has certainly a weak game, his pieces are confined, and the advance of his K. Kt. P. will enable you easily to break through his Pawns on the K. R. side.

WHITE.	BLACK.
6. P. takes P.	6. K. Kt. to K. B. third sq.*
7. P. takes P. and checks with the Q.†	7. K. Kt. takes Q.

8. K. B. to adv. K. Kt. third square and checkmates.

Twenty-fifth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. Q. P. two squares ‡
3. K. P. takes Q. P.	3. Q. takes P.
4. Q. Kt. to Q. B. third sq.	4. Q. to K. third square
5. K. Kt. to K. B. third sq.	5. P. takes P. and ckecks with the Q.
6. K. to K. B. second square §	6. K. B. to Q. B. fourth sq. and checks ‖
7. Q. P. two squares	7. K. B. to Q. third square
8. K. B. to adv. Q. Kt. fourth square and checks	8. K. to K. B. or to Q. square (*Or* A
9. K. R. to K. square	9. Q. to K. B. fourth square.

10. K. R. to adv. K. square and checkmates.

* Instead of this move, he should play K. B. to K. Kt. second square, he would, however, even then, have a bad game.

† This is well played, far better than advancing the P. on the R. which to many players would appear the best move.

‡ This move is frequently played by those who wish to avoid the attack of the gambit; it is good play when the party receives the odds of a piece, but between even players it is better to take the P.

§ This is a good move; it frequently happens that it is better to move the K. when attacked, than interpose a piece.

‖ This is decidedly a bad move, as the Bishop is forced to remove immediately; it would be better to play the B. to K. second square, or Q. B. P. one square.

(*Or* A)

WHITE.	BLACK.
	8. Q. B. P. one square.
9. K. R. to K. square and will win the Q.	

Twenty-sixth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. B. to Q. B. fourth sq.*
3. K. Kt. to K. B. third sq.	3. Q. P. one square
4. Q. B. P. one square	4. Q. to K. second square
5. Q. P. two squares	5. K. P. takes Q. P.
6. P. takes P.	6. Q. takes K. P. and checks †
7. K. to his B. second sq.‡	7. K. B. to adv. Q. Kt. fourth square
8. Q. R. P. one square	8. K. B. to Q. R. fourth sq.
9. Q. Kt. P. two squares	9. K. B. to Q. Kt. third sq.
10. K. B. to adv. Q. Kt. fourth square and checks	10. K. to his B. or to Q. sq. (*Or* A)
11. K. R. to K. square	11. Q. to K. B. fourth square.
12. R. to adv. K. square and checkmates.	

(*Or* A)

	10. Q. B. P. one square
11. K. R. to K. square and will gain the Q.	

* It is better to take the Pawn.

† The Black loses the game by this move; he ought to have checked with the K. B.

‡ Many players would think this a bad move, and instead of it would interpose the K. B. or the Q.; the remaining moves shew how decidedly better play it is to move the King, as Black cannot now avoid the loss of a piece.

Twenty-seventh Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. Kt. to K. B. third sq.*
3. Q. Kt. to Q. B. third sq.	3. P. takes P.
4. Q. P. two squares	4. K. B. to adv. Q. Kt. fourth square
5. K. B. to Q. third square	5. Q. to K. second square
6. Q. to K. second square	6. Q. Kt. to Q. B. third sq.
7. K. P. one square	7. Q. Kt. takes Q. P.
8. P. takes K. Kt.	8. Kt. takes Q.
9. P. takes Q.	9. Q. Kt. takes Q. Kt.
10. Q. R. P. one square	10. K. B. to Q. R. fourth sq.

11. Q. B. to Q. second square and will win.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. Kt. to K. B. third sq.*
3. *Q. Kt. to Q. B. third sq.*	3. *P. takes P.*
4. *Q. P. two squares*	4. *K. B. to adv. Q. Kt. fourth square*
5. *K. B. to Q. third square*	5. *Q. to K. second square*
6. *Q. to K. second square*	6. *Q. Kt. to Q. B. third square*
7. *K. P. one square*	7. K. Kt. to Q. fourth square
8. Q. B. to Q. second square	8. Q. Kt. takes P.†

* It is better play to take the Pawn.

† This is not well played; it would be better to exchange Knights.

WHITE.	BLACK.
9. Q. Kt. takes K. Kt.	9. Q. to adv. K. R. fourth sq. and checks *
10. K. Kt. P. one square	10. P. takes P.
11. Q. to K. Kt. second square	11. P. takes P. and checks with the Q.
12. K. to his B. square	12. P. takes K. Kt. becomes a Q. and checks
13. Q. takes Q.	13. Q. to her square
14. Q. takes K. Kt. P.	14. K. R. to K. B. square
15. Kt. to adv. K. B. third sq. and checks †	15. K. to his second square
16. Q. B. takes K. B. and checks	16. Q. P. one square
17. P. takes P. and checks	17. P. takes P.
18. Kt. to adv. Q. fourth square and checks	18. K. to his square
19. Q. takes Kt.	19. Q. B. to K. third square
20. K. B. to adv. Q. Kt. fourth square and checks	20. Q. B. to Q. second square

* If instead of this move he were to take your Q. B. you must take his B. with your King.

† You might also play as follows;—

15. Q. B. to adv. K. Kt. fourth sq.	15. If he play K. B. to K. second square, you will evidently win the Queen, therefore, K. B. P. one square
16. K. B. to adv. K. Kt. third sq. and checks	16. P. takes B.
17. Q. takes P. and checks	17. K. R. to K. B. second square
18. K. R. to adv. K. R. square and checks	18. K. B. interposes
19. K. R. takes K. B. and checks	19. K. takes R.
20. Q. B. checks	20. K. to his square
21. Q. to adv. K. Kt. square and checks	21. K. R. interposes.
22. Q. takes R. and checkmates.	

WHITE.	BLACK.
21. Q. to K. fourth square and checks	21. Q. to K. second square.
22. Q. takes Q. and checkmates.*	

KING'S GAMBIT.

Twenty-eighth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square
5. K. Kt. to adv. K. fourth square †	5. Q. to adv. K. R. fourth sq. and checks
6. K. to K. B. square	6. K. Kt. to K. R. third sq.
7. Q. P. two squares	7. Q. P. one square
8. K. Kt. to Q. third square	8. K. P. to adv. K. B. third sq.
9. K. Kt. P. one square	9. Q. to adv. K. R. third sq. and checks‡
10. K. to K. B. second square §	10. Q. to adv. K. Kt. second square and checks

* This game is skilfully played by the White.

† If the White, instead of this move, were to castle, and Black to take the Kt., it would constitute the Muzio Gambit, a game of which the attack is so powerful in the hands of a skilful player, that very few, even among the best players, can withstand it.

‡ It is wrong to give this check, it would be better to play Q. to K. second square.

§ It is better to play K. to his square as in the first variation.

WHITE.	BLACK.
11. K. to K. third square	11. K. Kt. to its square *
12. K. Kt. to K. B. fourth sq.	12. K. B. to K. R. third sq.
13. K. B. to its square	13. Q. takes K. R.
14. K. B. to adv. Q. Kt. fourth square and checks	14. Q. B. P. one square
15. K. B. takes P. and checks	15. P. takes K. B.
16. Q. takes Q. and will win.	

FIRST VARIATION,

BEGINNING AT THE TENTH MOVE OF THE WHITE.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *Q. to adv. K. R. fourth sq. and checks*
6. *K. to K. B. square*	6. *K. Kt. to K. R. third square*
7. *Q. P. two squares*	7. *Q. P. one square*
8. *K. Kt. to Q. third square*	8. *K. P. to adv. K. B. third square*
9. *K. Kt. P. one square*	9. *Q. to adv. K. R. third sq. and checks*
10. K. to his square	10. Q. to adv. K. Kt. second sq.
11. K. Kt. to K. B. second sq.	11. Q. Kt. to Q. B. third sq.

12. K. B. to its square, winning the Q.

* Black would do better to play Q. to adv. K. second square.

SECOND VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *Q. to adv. K. R. fourth sq. and checks*
6. *K. to K. B. square*	6. *K. Kt. to K. R. third sq.*
7. *Q. P. two squares*	7. *Q. P. one square*
8. *K. Kt. to Q. third square*	8. *K. P. to adv. K. B. third sq.*
9. *K. Kt. P. one square*	9. *Q. to adv. K. R. third sq. and checks*
10. *K. to his square*	10. Q. to K. R. fourth square *
11. K. Kt. to K. B. fourth sq.	11. Q. to Q. R. fourth square and checks †
12. Q. B. to Q. second square	12. Q. to Q. Kt. third square
13. K. Kt. to adv. Q. fourth sq.	13. Q. takes Q. P. ‡
14. K. B. to Q. third square	14. Q. to Q. B. fourth sq. to preserve both Rooks
15. Q. B. to K. third square §	15. Q. to Q. R. fourth square and checks
16. Q. Kt. P. two squares	16. Q. to adv. Q. R. fourth sq.

* If he were to play any other piece, White would win the Queen by playing K. Kt. to K. B. fourth square.

† It would be better to play Q. to K. Kt. fourth square, as White can obtain no material advantage by removing the Kt. and attacking the Q. with Q. B.

‡ If he take Q. Kt. P., you will win the Q. by playing Q. B. to its third square; and if he play Q. to Q. B. third square, you will also win the Q. by playing K. B. to adv. Q. Kt. fourth square.

§ You would win the Queen sooner by playing Q. B. to Q. Kt. fourth square.

WHITE.	BLACK.
17. K. B. to adv. Q. Kt. fourth square and checks	17. Q. takes K. B.
18. K. Kt. takes K. B. P. and checks	18. K. to Q. square.
19. K. Kt. takes Q. and will win.	

THIRD VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *Q. to adv. K. R. fourth sq. and checks*
6. *K. to K. B. square*	6. *K. Kt. to K. R. third sq.*
7. *Q. P. two squares*	7. *Q. P. one square*
8. *K. Kt. to Q. third square*	8. *K. P. to adv. K. B. third sq.*
9. *K. Kt. P. one square*	9. *Q. to adv. K. R. third sq. and checks*
10. *K. to his square*	10. *Q. to K. R. fourth square*
11. *K. Kt. to K. B. fourth sq.*	11. *Q. to Q. R. fourth square and checks*
12. *Q. B. to Q. second square*	12. Q. to adv. Q. R. fourth sq.
13. Q. Kt. to Q. R. third sq.	13. Q. B. P. one square *
14. K. Kt. to adv. Q. fourth sq.	14. Q. Kt. P. two squares
15. Q. Kt. P. one square	15. Q. takes Q. Kt.
16. Q. B. to Q. Kt. fourth sq.	16. Q. to adv. Q. Kt. second sq.
17. Q. R. to Q. Kt. square	17. Q. takes Q. R. P.
18. Q. R. to its square	18. Q. to adv. Q. Kt. second sq.
19. Q. B. to its third square	19. Q. takes Q. R.

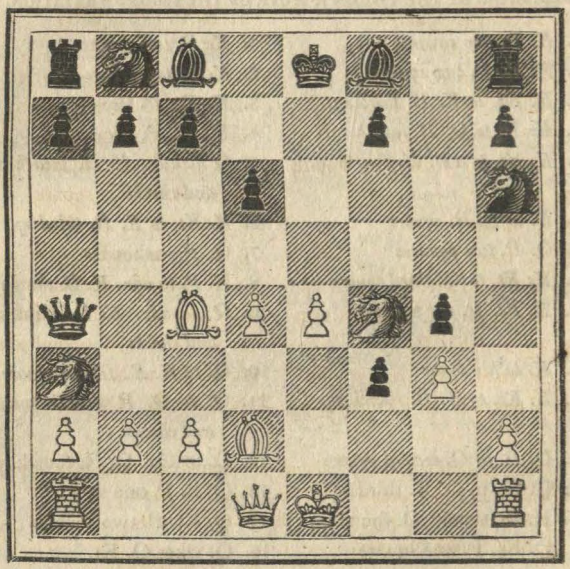
* Q. to K. second square is a better move. See the fourth variation.

WHITE	BLACK.
20. Q. takes Q.	20. Q. B. P. takes Kt.
21. K. B. takes P. at adv. Q. fourth square	21. Q. Kt. to Q. second square.
22. K. B. takes Q. R. and will win.	

FOURTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



	13. Q. to her second square
14. K. Kt. to adv. Q. fourth sq.	14. K. B. to K. Kt. second sq.*

* Black by this move evidently loses a piece, he ought to have played K. Kt. to its square.

WHITE.	BLACK.
15. Q. B. takes K. Kt.	15. K. B. takes Q. B.
16. K. Kt. to adv. K. B. third square and checks	16. K. to K. B. square.
17. Kt. takes Q. and will win.	

Twenty-ninth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. B. to K. Kt. second sq.
5. Q. P. two squares	5. Q. P. one square
6. Q. Kt. to Q. B. third square	6. Q. B. P. one square
7. K. R. P. two squares	7. K. R. P. one square
8. P. takes P.	8. P. takes P.
9. R. takes R.	9 K. B. takes R.
10. K. Kt. to adv. K. fourth sq.*	10. Q. P. takes K. Kt.†
11. Q. to adv. K. R. fourth sq.	11. Q. to K. B. third square
12. Q. P. takes P.	12. Q. to K. Kt. second square
13. P. to adv. K. third square	13. K. Kt. to K. B. third sq.‡
14. P. takes K. B. P. and checks	14. K. to K. B. square §

* This move is ingenious, and may be ventured against an inferior player, but if the Black play properly, White will lose the game.

† It would be bad play to take the Kt. with the B.

‡ Black might also play,

	13. Q. B. takes P.
14. K. B. takes Q. B.	14. K. Kt. to K. B. third square
15. K. B. takes K. B. P. and checks	15. K. to K. B. square
16. Q. removes.	16. Takes K. B. and has the best of the game.

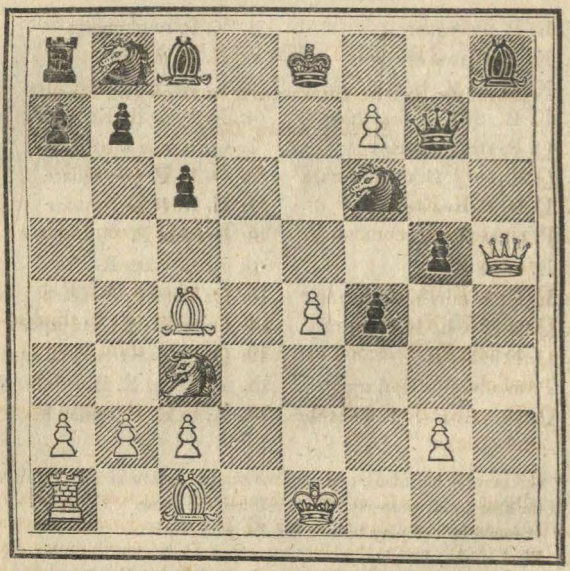
§ In the first variation the K. is moved to his second square, which is better play.

WHITE.	BLACK.
15. Q. B. takes P. at K. B. fourth square	15. K. Kt. takes Q.*
16. Q. B. to adv. Q. third square and checkmates.	

FIRST VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

Position of the Pieces.



	14. K. to K. second square
15. Q. to K. second square	15. Q. B. to K. third square†

* If the P. take the Q. B. White will checkmate with the Queen.

† This is not a good move; it would be better to play the B. to adv. K. Kt. fourth square.

WHITE.	BLACK.
16. K. B. takes Q. B.	16. K. takes K. B.
17. Q. to Q. B. fourth sq. and checks	17. K. to K. second square *
18. Q. to Q. Kt. fourth square and checks	18. K. takes P.
19. Q. takes Q. Kt. P. and checks	19. Q. Kt. to Q. second square.
20. Q. takes Q. R. and will win.	

SECOND VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

	14. K. to Q. square
15. Q. takes K. Kt. P.	15. Q. takes Q.
16. P. one square becomes a Q. and checks	16. K. to Q. second square †
17. Q. takes K. B.	17. Q. takes K. Kt. P. ‡
18. Q. takes K. Kt.	18. P. to adv. K. B. third sq.
19. Q. to adv. K. B. second sq. and checks	19. K. to Q. third square§
20. Q. B. to K. B. fourth sq. and checks	20. K. to Q. B. fourth square

* If Black play the K. to his fourth square, or to Q. second square, you must in the former case play Q. to adv. Q. B. fourth square, and then advance the P. to Q.; and in the latter case, Q. to Q. Kt. fourth square, &c.

† If he were to play the K. to Q. B. second square, you might play Q. Kt. to K. second square.

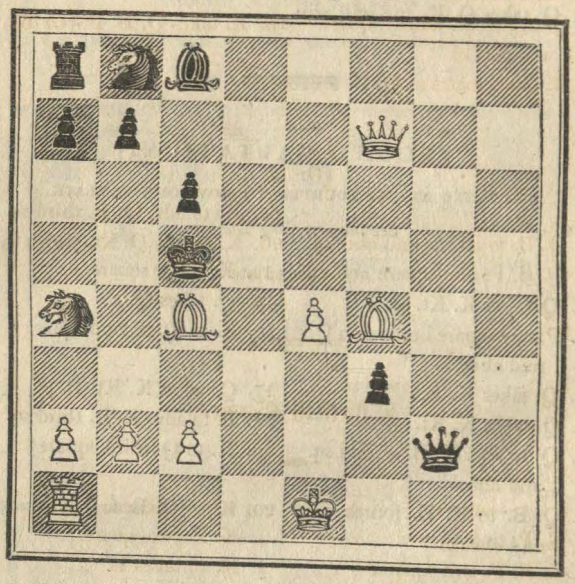
‡ This is bad play, as he loses the Kt. for the Pawn; it would be better to move the K. to Q. B. second square.

§ If he play the K. to Q. square, you may check with the Q. at adv. K. Kt. square, then exchange Queens, &c.

WHITE.	BLACK.
21. Kt. to Q. R. fourth square and checks *	21. K. to adv. Q. fourth square (*Or* A)
22. Q. B. P. one sq. and checks	22. K. takes K. P.
23. Kt. to adv. Q. B. fourth square and checkmates.	

(*Or* A)

Position of the Pieces.



* The checkmate may be easily given in three moves, *ex. gr.*

21. Q. B. to K. third square and checks	21. K. to Q. third square (*Or* A)
22. R. to Q. square and checks	22. K. to his fourth square.
23. Q. B. to K. B. fourth square and checkmates.	

(*Or* A)

	21. K. to adv. Q. Kt. fourth sq.
22. Q. R. P. one square and checks	22. K. to Q. R. fourth square.
23. Q. Kt. P. checkmates.	

WHITE.	BLACK.
	21. K. to adv. Q. Kt. fourth sq.
22. Q. B. to Q. second square and checks	22. K. takes Kt.
23. Q. Kt. P. one square and checks	23. K. to adv. Q. R. third sq.
24. Q. to adv. K. second sq. and checks	24. K. to adv. Q. Kt. second square
25. Q. to adv. K. fourth square and checks	25. K. takes Q. B. P. (*Or* B).
26. R. checkmates at Q. B. square.	

(*Or* B)

	25. K. to adv. Q. R. third sq.
26. Q. B. to its sq. and checks	26. K. to adv. Q. Kt. fourth sq.
27. Q. B. P. one square and checkmates.	

Thirtieth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. R. P. two squares *	4. K. Kt. P. one square †
5. K. Kt. to adv. K. fourth sq.	5. K. R. P. two squares ‡

* This is not so good a move as K. B. to Q. B. fourth square; it may, however, be played without much danger.

† If he play K. B. P. one square, you must take the P. with the Kt.

‡ It is much better to play Q. to K. second square, and then K. B. P. two squares.

WHITE.	BLACK.
6. K. B. to Q. B. fourth sq.	6. K. Kt. to K. R. third sq.
7. Q. P. two squares	7. K. B. to K. second square
8. Q. B. takes Gambit P.	8. K. B. takes K. R. P. and checks *
9. K. Kt. P. one square	9. K. B. to K. Kt. fourth sq.
10. K. R. takes K. R. P.	10. K. B. takes Q. B.
11. P. takes K. B.	11. Q. P. one square
12. K. Kt. takes K. Kt. P.	12. Q. B. takes K. Kt.
13. Q. takes Q. B.	13. K. Kt. takes Q.
14. K. R. takes R. and checks	14. K. to K. second square
15. K. R. takes Q.	15. K. takes K. R.
16. K. B. takes K. B. P.	16. Q. Kt. to Q. B. third sq.
17. Q. B. P. one square	17. K. to K. second square
18. K. B. to Q. Kt. third sq.	18. K. Kt. to adv. K. third sq.†
19. K. to K. B. second square	19. K. Kt. to adv. K. Kt. fourth square and checks.
20. K. to K. B. third square and will win.	

Thirty-first Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes K. B. P.
3. K. Kt. to K. B. third sq.	3. K. R. P. one square ‡
4. K. B. to Q. B. fourth sq. §	4. K. Kt. P. two squares
5. K. R. P. two squares	5. K. B. P. one square ‖

* Q. P. one square is preferable.

† This and the next move of the Black are completely lost moves, it would be better to play the R.; Black has, however, a bad game.

‡ This is not so good a move as K. Kt. P. two squares.

§ K. R. P. two squares is better.

‖ K. B. to K. Kt. second square is the proper move.

WHITE	BLACK.
6. K. Kt. takes K. Kt. P.*	6. K. B. P. takes K. Kt.†
7. Q. to adv. K. R. fourth sq. and checks	7. K. to K. second square
8. Q. to adv. K. B. second sq. and checks	8. K. to Q. third square
9. Q. to adv. Q. fourth square and checks	9. K. to his second square.
10. Q. to adv. K. fourth square and checkmates.	

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. R. P. one square*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. two squares*
5. *K. R. P. two squares*	5. K. Kt. P. one square‡
6. K. Kt. to adv. K. fourth sq.	6. K. R. to its second square
7. Q. P. two squares	7. Q. P. one square
8. K. Kt. to Q. third square	8. P. to adv. K. B. third sq.
9. K. Kt. P. one square §	9. Q. to K. second square
10. K. Kt. to K. B. fourth sq.	10. Q. takes K. P. and checks‖

* You ought to play the Kt. to adv. K. fourth square.

† He ought to take with K. R. P.

‡ It would be better to play K. B. to K. Kt. second square.

§ Instead of this move, you should take the P.

‖ It frequently happens, as in the present instance, that taking the K. P. with the Queen is very bad play; he ought to have played Q. B. P. one square.

WHITE.	BLACK.
11. K. to K. B. second square	11. Q. to Q. B. third square
12. Q. to Q. third square	12. R. to K. Kt. second square.

13. K. B. to adv. Q. Kt. fourth square and will win the Q.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes K. B. P.*
3. *K. Kt. to K. B. third sq.*	3. *K. R. P. one square*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. two squares*
5. *K. R. P. two squares*	5. *K. B. P. one square*
6. *K. Kt. takes K. Kt. P.*	6. Q. to K. second square
7. Q. to adv. K. R. fourth sq. and checks	7. K. to Q. square
8. K. Kt. to adv. K. B. second square and checks	8. K. to K. square
9. K. Kt. takes K. R. and checks with the Q.	9. K. to Q. square
10. K. Kt. to adv. K. B. second square and checks	10. K. to his square
11. K. Kt. takes K. R. P. and checks	11. K. to Q. square.

12. K. Kt. takes Kt. and will win.

Thirty-second Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. to K. second square *
4. K. R. P. two squares	4. K. R. P. two squares
5. K. B. to Q. B. fourth sq.	5. K. Kt. to its third square
6. K. Kt. to adv. K. Kt. fourth square	6. K. Kt. to K. fourth square
7. K. B. to Q. Kt. third sq.	7. K. B. P. one square
8. K. Kt. to K. R. third sq.	8. K. Kt. to its third square
9. Q. P. two squares	9. K. Kt. takes K. R. P.
10. K. Kt. takes Gambit P.	10. K. Kt. P. two squares
11. R. takes K. Kt.†	11. P. takes R.
12. K. Kt. to adv. K. Kt. third square	12. K. R. to its second square
13. K. B. to adv. K. Kt. sq.	13. K. R. to K. Kt. second sq.
14. Q. takes K. R. P.	14. R. takes K. B.‡
15. Kt. to adv. K. fourth sq. and checks with the Q.	15. K. to K. second square
16. Q. to adv. K. B. second sq. and checks	16. K. to Q. third square
17. Kt. to Q. B. fourth square and checks	17. K. to Q. B. third square.
18. Q. to adv. Q. fourth square and checkmates.	

* It is better to play K. Kt. P. two squares.

† This is a well played move.

‡ If Black take the Kt. instead of the B., White can checkmate in eight moves without giving check every move.

FIRST VARIATION,

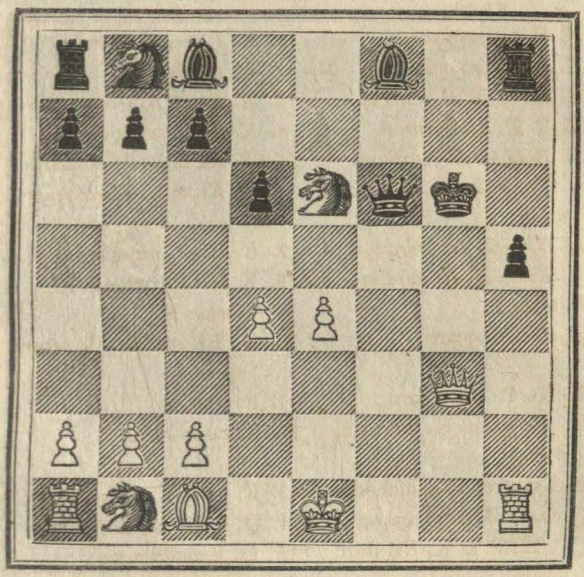
BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. to K. second square*
4. *K. R. P. two squares*	4. *K. R. P. two squares*
5. *K. B. to Q. B. fourth sq.*	5. *K. Kt. to its third square*
6. *K. Kt. to adv. K. Kt. fourth square*	6. *K. Kt. to K. fourth square*
7. *K. B. to Q. Kt. third sq.*	7. *K. B. P. one square*
8. *K. Kt. to K. R. third sq.*	8. K. Kt. P. two squares
9. P. takes P.	9. P. takes P.
10. Q. P. two squares	10. K. Kt. to K. B. second square
11. K. Kt. P. one square	11. P. takes P.
12. K. B. takes K. Kt. and checks	12. K. takes K. B.
13. K. Kt. takes P. and checks	13. K. to K. Kt. third square
14. Q. to K. B. third square	14. Q. to K. B. third square
15. Q. takes P. at K. Kt. third square	15. Q. P. one square
16. K. Kt. to adv. K. third sq. and checks with the Q.	16. K. to K. B. second square (*Or* A).

17. R. to K. B. square and wins the Q.

(*Or* A)

Position of the Pieces.

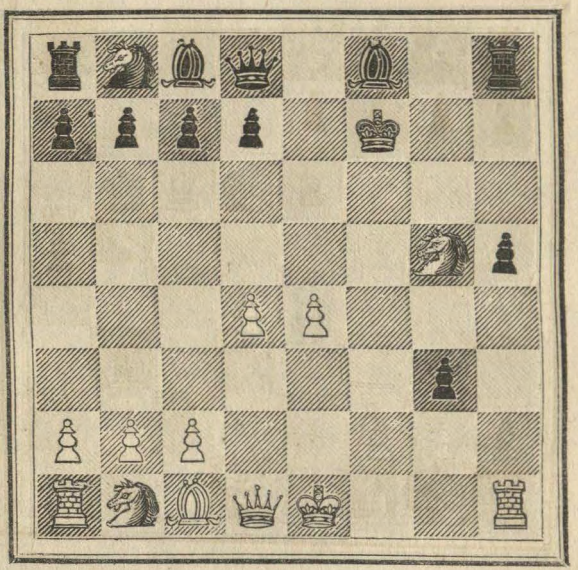


WHITE.	BLACK.
	16. K. to K. R. second sq.
17. R. takes P. and checks	17. K. B. interposes
18. R. takes K. B. and checks	18. Q. takes R.
19. B. takes Q. &c.	

SECOND VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FIRST VARIATION.

Position of the Pieces.



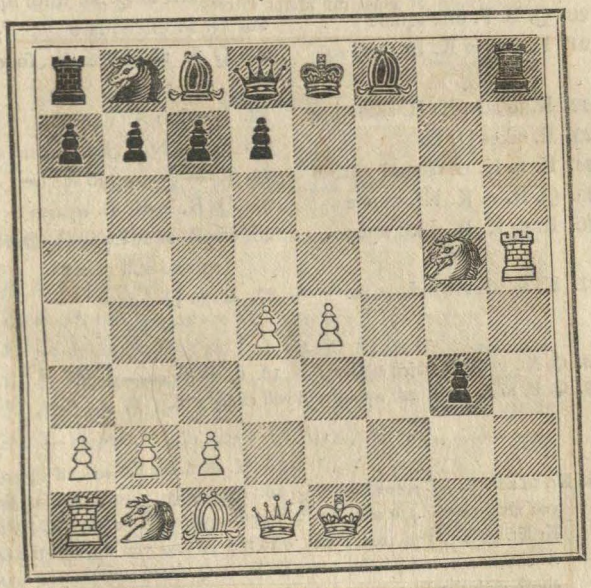
WHITE.	BLACK.
	13. K. to his square
14. R. takes P.	14. R. takes R.
15. Q. takes R. and checks	15. K. to K. second square
16. Q. to adv. K. B. second sq. and checks	16. K. to Q. third square
17. Q. to adv. Q. fourth sq. and checks	17. K. to his second square.

18. Q. to adv. K. fourth square and checkmates.

THIRD VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE SECOND VARIATION.

Position of the Pieces.



WHITE.	BLACK.
	14. R. to K. Kt. square
15. R. to adv. K. R. second sq.*	15. Q. to K. B. third square †

* White would play better by moving Q. to K. B. third square, Black may then play as follows:—

	15. Q. to K. second square (*Or* A)
16. R. to adv. K. R. second square	16. K. B. to K. Kt. second square
17. Q. to adv. K. R. fourth square and checks	17. K. to K. B. square

(continued)

† Black ought to take the Kt. with the Rook.

WHITE.	BLACK.
16. Q. to adv. K. R. fourth sq. and checks	16. Q. to K. Kt. third square
17. Q. B. to K. B. fourth sq.	17. Q. takes Q.
18. R. takes Q.	18. K. B. to K. second square
19. Q. Kt. to Q. second square	19. Q. Kt. to Q. B. third sq.
20. Q. B. P. one square	20. Q. P. one square
21. K. Kt. to K. R. third sq.	21. Q. B. to adv. K. Kt. fourth square
22. R. to adv. K. R. second sq.	22. B. takes K. Kt.
23. R. takes Q. B.	23. P. to adv. K. Kt. second sq.
24. K. to K. B. second square	24. K. to Q. second square
25. Q. R. to K. Kt. square	25. Q. R. to K. B. square
26. R. to K. B. third square	26. K. B. to adv. K. R. fourth square and checks
27. K. to his second square	27. K. to Q. square
28. Q. Kt. to Q. B. third square	28. Q. B. P. one square.

29. Q. B. to K. B. fourth square and will easily win.

(*Or* A)

	15. K. R. to K. Kt. second square
16. Kt. to adv. K. R. second sq. you must play R. to adv. K. R. fourth square; if he play K. R. to K. Kt. square, you must check with the R. and you will win the Q. or checkmate him; if he play K. B. to Q. third square, you must check with the R. and then checkmate with the Q.; but if he play	16. If he play Q. to K. second sq.,
	K. B. to K. second sq. (*Or* B)
17. K. Kt. checks	17. If he take the Kt. he will evidently lose the Q.; and if
	K. to K. B. second square
18. K. Kt. to its fourth square and checks with the Queen	18. K. to K. Kt. square.

19. K. Kt. to adv. K. R. third square, checks, and will checkmate in two moves.

(*Or* B)

	16. R. takes Kt.

17. R. takes R. and will easily win.

WHITE.	BLACK.
28. B. to K. third square	28. R. takes R.
29. Kt. takes R.	29. K. B. to its third square
30. K. to K. B. second square	30. R. to K. square
31. Kt. to Q. second square	31. R. to K. Kt. square
32. R. takes P.	32. R. takes R. and checks.
33. K. takes R. and will win.*	

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. to K. second square*
4. *K. R. P. two squares*	4. *K. R. P. two squares*
5. *K. B. to Q. B. fourth sq.*	5. *K. Kt. to its third square*
6. *K. Kt. to adv. K. Kt. fourth square*	6. *K. Kt. to K. fourth square*
7. *K. B. to Q. Kt. third sq.*	7. *K. B. P. one square*
8. *K. Kt. to K. R. third sq.*	8. *K. Kt. P. two squares*
9. *P. takes P.*	9. *P. takes P.*
10. *Q. P. two squares*	10. K. Kt. to its third square
11. K. Kt. P. one square	11. P. takes K. Kt. P.
12. Kt. takes P. at adv. K. Kt. fourth square	12. P. to adv. K. Kt. second square
13. K. B. to adv. K. B. second square and checks	13. K. to his second square
14. R. to K. Kt. square	14. K. Kt. to adv. K. R. fourth square

* White has certainly the best of the game, but it would be very difficult to win it against good play.

WHITE.	BLACK.
15. K. B. takes P. at adv. K. R. fourth square	15. K. B. to K. Kt. second sq.*
16. Q. to K. Kt. fourth square	16. K. B. takes Q. P.
17. Q. takes K. Kt.	17. K. R. takes K. B.
18. Q. takes K. R.	18. K. B. takes K. R.
19. Q. to adv. K. B. second sq. and checks	19. K. to Q. third square
20. Q. to adv. Q. fourth square and checks	20. K. to his second square
21. Q. to adv. K. fourth square and checks	21. K. to K. B. square
22. Q. to adv. K. R. square and checks	22. K. to his second square
23. Q. to adv. K. Kt. second square and checks	23. K. to Q. third square.

24. K. Kt. to adv. K. B. second square, checks, and will win the Queen and the game.

Thirty-third Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square
5. K. B. takes K. B. P. and checks †	5. K. takes K. B.

* If instead of this move Black play Q. P. one square, you must play K. Kt. to adv. K. B. second square, and you will gain the Queen.

† This is not a good move; it is better to play the Kt. to adv. K. fourth square.

WHITE.	BLACK.
6. K. Kt. to adv. K. fourth sq. and checks	6. K. to his third square *
7. Q. takes K. Kt. P. and checks †	7. K. takes K. Kt. ‡
8. Q. to adv. K. B. fourth sq. and checks	8. K. to Q. third square
9. Q. P. two squares	9. K. B. to K. Kt. second sq.
10. Q. B. takes P. and checks	10. K. to his second square
11. Q. B. to adv. K. Kt. fourth square and checks	11. K. B. to its third square
12. K. P. one square	12. K. B. takes Q. B.
13. Q. takes K. B. and checks	13. K. to his square
14. Q. to adv. K. R. fourth sq. and checks	14. K. to his second square
15. K. castles	15. Q. to K. square
16. Q. to adv. K. Kt. fourth sq. and checks	16. K. to his third square
17. K. R. to adv. K. B. third square and checks	17. Kt. takes K. R.
18. Q. takes Kt. and checks	18. K. to Q. fourth square

* He ought to play the K. to his own square.

† It is much better to take the P. with the Q. than with the Kt.

‡ If Black should play K. to his second square, you ought to play as follows:—

8. Q. to adv. K. Kt. fourth square and checks	8. K. Kt. interposes (*Or* A)
9. K. Kt. to its fourth square	9. K. to K. B. second square

10. K. P. one square wins the Kt. &c.

(*Or* A)

	8. K. to his square
9. Q. to adv. K. R. fourth square and checks	9. K. to his second square.

10. Q. to adv. K. B. second square, checks, and will checkmate in four moves.

WHITE.	BLACK.
19. Q. Kt. to Q. B. third sq. and checks	19. K. takes Q. P.*
20. Q. to K. B. fourth square and checks	20. K. to Q. B. fourth square
21. Q. Kt. P. two squares and checks	21. K. to Q. B. third square
22. Q. to Q. B. fourth square and checks	22. K. to Q. Kt. third square
23. Q. Kt. to Q. R. fourth square and checkmates.†	

Thirty-fourth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. B. to K. Kt. second sq.
5. K. R. P. two squares	5. K. Kt. P. one square ‡
6. K. Kt. to adv. K. Kt. fourth square	6. K. Kt. to K. R. third sq.
7. Q. P. two squares	7. Q. P. one square
8. Q. B. takes P.	8. Q. to K. second square
9. K. castles	9. K. B. P. one square
10. Q. B. P. one square	10. K. B. P. takes K. Kt.
11. Q. B. takes P.	11. Q. to her second square
12. Q. to her second square	12. K. Kt. to its square

* If he play K. to your Q. B. fourth square, you must check with the Q. at K. B. square, which will force him to take the Q. P.

† The attack in this game is very skilful and ingenious.

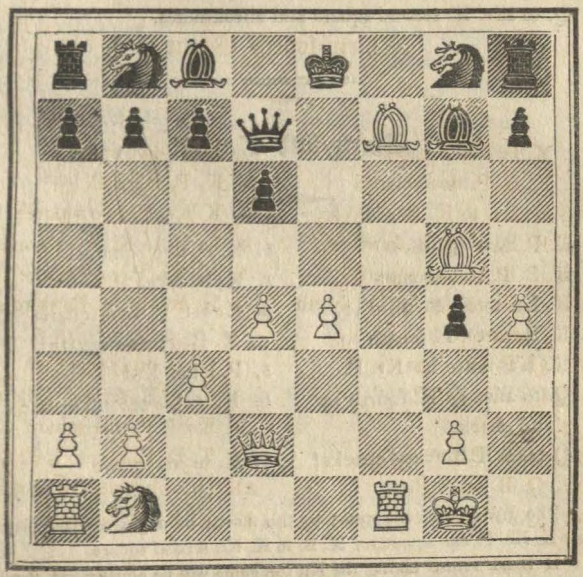
‡ This is not good play; he ought to move K. R. P. one square.

WHITE.	BLACK.
13. K. B. to adv. K. B. second square and checks	13. K. to his B. square.
14. K. B. to adv. K. third square, checks with K. R. and wins the Queen.	

VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE BLACK.

Position of the Pieces.



	13. Q. takes K. B.
14. R. takes Q.	14. K. takes R.
15. Q. Kt. to Q. R. third sq.	15. K. Kt. to K. second square

WHITE.	BLACK.
16. R. to K. B. sq. and checks	16. K. to his square
17. Q. B. takes K. Kt.	17. K. takes Q. B.
18. Q. to adv. K. Kt. fourth sq. and checks	18. K. to his square (*Or* A).
19. Q. takes K. B. and will easily win.	

(*Or* A)

	18. K. to his third square
19. Q. P. one sq. and checks	19. K. to Q. second square
20. R. to adv. K. B. second sq. and checks	20. K. to his square.
21. Q. to adv. K. second square and checkmates.	

Thirty-fifth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. B. P. one square*
5. K. Kt. takes K. Kt. P.	5. P. takes Kt.†
6. Q. to adv. K. R. fourth sq. and checks	6. K. to his second square
7. Q. takes K. B. P. and checks‡	7. K. to his square

* The Black loses the game by this move; he ought to have played either K. Kt. P. one square, or K. B. to K. Kt. second square.

† If Black refuse taking the Kt. the game will be equally lost, though not so speedily.

‡ White might also check with the Q. at adv. K. B. second square, then at adv. Q. fourth square, and afterwards checkmate at adv. K. fourth square.

WHITE.	BLACK.
8. Q. to adv. K. R. fourth sq. and checks	8. K. to his second square.
9. Q. to adv. K. fourth square and checkmates.	

Thirty-sixth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square
5. K. Kt. to adv. K. fourth square	5. Q. to adv. K. R. fourth sq. and checks
6. K. to his B. square	6. K. Kt. to K. B. third sq.*
7. K. B. takes K. B. P. and checks †	7. K. to Q. square ‡
8. Q. P. two squares	8. K. Kt. takes K. P.
9. Q. to K. second square	9. K. Kt. to adv. K. Kt. third square and checks
10. K. R. P. takes K. Kt.	10. Q. takes K. R. and checks
11. K. to his B. second square	11. P. takes P. and checks

* This move is Salvio's, and the game is, therefore, called Salvio's Gambit; the move is ingenious, but not so good as K. Kt. to K. R. third square.

† Instead of this move Philidor directs the White to play Q. to K. sq. which would force the Black to exchange Queens; White would then have the best of the game.

‡ This is not the best move; K. to his second square is preferable, as it would oblige the White to remove the Bishop in order not to lose a piece.

WHITE.	BLACK.
12. K. takes P.	12. Q. takes Q. B.*
13. K. Kt. to adv. Q. B. third square and checks	13. Kt. or P. takes K. Kt.
14. Q. to adv. K. square and checkmates.	

Thirty-seventh Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes K. B. P.
3. K. B. to Q. B. fourth sq.†	3. Q. to adv. K. R. fourth sq. and checks
4. K. to K. B. square	4. K. B. to Q. B. fourth sq.‡
5. Q. P. two squares	5. K. B. to Q. Kt. third sq.
6. K. Kt. to K. B. third sq.	6. Q. to adv. K. Kt. fourth square §
7. K. B. takes K. B. P. and checks	7. K. takes K. B. ‖
8. K. Kt. to adv. K. fourth sq. and checks	8. K. to K. B. square.
9. Kt. takes Q. and will win.	

* This move is evidently a very bad one, and seems to have been made merely to give the White the power of checkmating in two moves; the Black ought to have played K. B. to K. second square.

† This is not so good a move as K. Kt. to K. B. third square.

‡ Black loses the game by this move; he ought to have played K. Kt. P. two squares.

§ Black would play much better by moving Q. to K. R. fourth square.

‖ In the fourth variation he plays K. to his B. square.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *K. B. to Q. B. fourth sq.*
5. *Q. P. two squares*	5. *K. B. to Q. Kt. third sq.*
6. *K. Kt. to K. B. third sq.*	6. Q. to K. R. third square
7. K. Kt. P. one square *	7. Q. to adv. K. R. third sq. and checks
8. K. to K. B. second square	8. P. takes P. and checks
9. P. takes P.	9. Q. to adv. K. Kt. fourth sq.
10. K. B. takes K. B. P. and checks	10. K. to K. B. square.

11. K. R. to its fourth square and wins the Q.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *K. B. to Q. B. fourth sq.*
5. *Q. P. two squares*	5. *K. B. to Q. Kt. third sq.*
6. *K. Kt. to K. B. third square*	6. Q. to K. B. third square

* It would also be good play to move K. Kt. to adv. K. fourth square, as in the fifth variation.

WHITE.	BLACK.
7. K. P. one square	7. Q. to K. B. fourth square*
8. K. B. to Q. third square	8. Q. to adv. K. Kt. fourth sq.*
9. K. R. P. one square	9. Q. to adv. K. Kt. third sq.*
10. Q. B. to Q. second square	10. Q. Kt. to Q. B. third sq.
11. Q. B. to K. square and will win.	

THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *K. B. to Q. B. fourth sq.*
5. *Q. P. two squares*	5. *K. B. to Q. Kt. third sq.*
6. *K. Kt. to K. B. third sq.*	6. Q. to K. second square
7. Q. B. takes P.	7. Q. takes K. P.†
8. K. B. takes K. B. P. and checks	8. K. to K. B. square
9. Q. B. to K. Kt. third sq.	9. K. Kt. to K. R. third sq.
10. Q. Kt. to Q. B. third sq.	10. Q. to K. second square
11. K. B. to Q. Kt. third sq.	11. Q. B. P. one square
12. Q. to her third square	12. Q. P. two squares
13. Q. R. to K. square	13. Q. to K. B. second square
14. Q. B. to adv. Q. third sq. and checks	14. K. to K. Kt. square
15. R. to adv K. second square	15. Q. to K. B. third square
16. Q. Kt. takes Q. P.	16. Q. takes Q. B. (*Or* A)
17. Kt. to adv. K. B. third sq. and checks	17. K. to K. B. square.

18. R. to adv. K. square and checkmates.

* He would play much better by suffering the Gambit P. to be taken, instead of defending it with the Q.

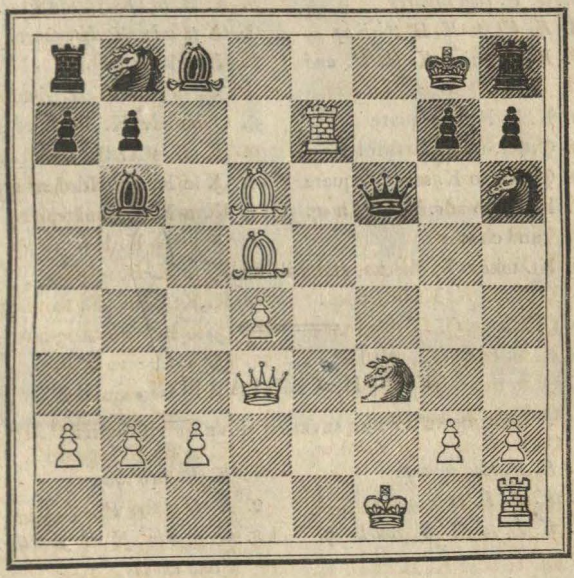
† It would be better to move Q. P. one square.

(*Or* A)

WHITE.	BLACK.
	16. P. takes Q. Kt.
17. K. B. takes P. and checks	17. K. Kt. to K. B. second sq. (*Or* B).
18. R. to adv. K. square and checkmates.	

(*Or* B)

Position of the Pieces.



	17. K. to K. B. square
18. R. to adv. K. B. second sq. and checks	18. K. to his square
19. R. takes Q.	19. P. takes R.
20. Q. to K. third sq. and checks	20. K. to Q. square.
21. Q. to adv. K. second square and checkmates.	

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

WHITE.	BLACK.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *K. B. to Q. B. fourth sq.*
5. *Q. P. two squares*	5. *K. B. to Q. Kt. third sq.*
6. *K. Kt. to K. B. third sq.*	6. *Q. to adv. K. Kt. fourth sq.*
7. *K. B. takes K. B. P. and checks*	7. K. to K. B. square
8. K. R. P. one square	8. Q. to adv. K. Kt. third sq.
9. Q. Kt. to Q. B. third sq.	9. K. takes K. B.
10. Q. Kt. to K. second square	10. Q. to K. Kt. third square
11. K. Kt. to adv. K. fourth sq. and checks	11. K. to K. B. square.

12. Kt. takes Q., checks, and will win.

FIFTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

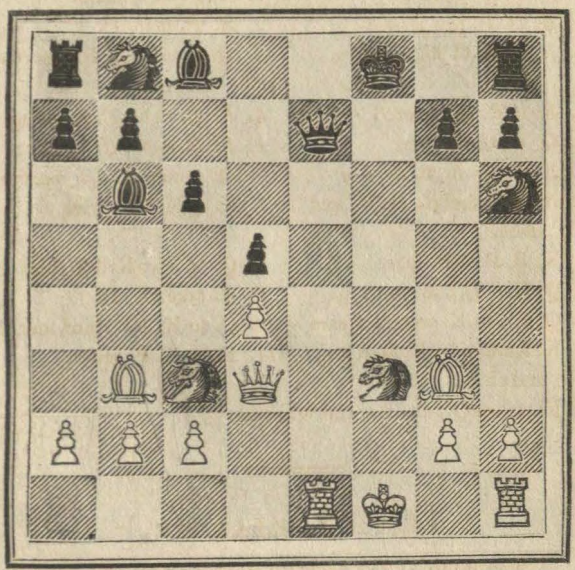
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *K. B. to Q. B. fourth sq.*
5. *Q. P. two squares*	5. *K. B. to Q. Kt. third sq.*
6. *K. Kt. to K. B. third square*	6. *Q. to K. R. third square*
7. K. Kt. to adv. K. fourth sq.	7. Q. P. two squares
8. K. B. takes Q. P.	8. Q. B. to K. third square.

9. K. B. takes Q. Kt. P. will gain the Q. R. and the game.

SIXTH VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE THIRD VARIATION.

Position of the Pieces.



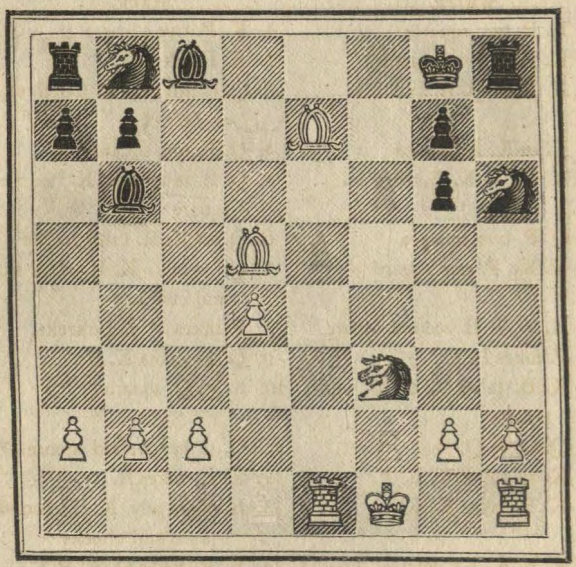
WHITE.	BLACK.
	13. Q. to K. B. third square
14. Q. B. to K. R. fourth sq.	14. Q. to K. Kt. third square
15. Q. B. to adv. K. second sq. and checks	15. K. to K. Kt. square
16. Q. takes Q.	16. K. R. P. takes Q.
17. Q. Kt. takes Q. P.	17. P. takes Q. Kt.
18. K. B. takes P. and checks	18. K. to K. R. second square.

19. K. Kt. to adv. K. Kt. fourth square and checkmates.

SEVENTH VARIATION,

BEGINNING AT THE EIGHTEENTH MOVE OF THE SIXTH VARIATION.

Position of the Pieces.



WHITE.	BLACK.
	18. K. Kt. to K. B. second sq.
19. K. Kt. to adv. K. Kt. fourth square	19. R. to its fourth square
20. K. B. takes K. Kt. and checks	20. K. to K. R. square
21. K. B. takes P.	21. R. to adv. K. R. fourth sq.
22. K. Kt. to adv. K. B. second square and checks	22. K. to K. Kt. square.
23. Q. B. takes R. and will win.	

Thirty-eighth Game.

WHITE.	BLACK.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. B. to Q. B. fourth sq.	3. Q. to adv. K. R. fourth sq. and checks
4. K. to K. B. square	4. Q. P. one square *
5. K. Kt. to K. B. third sq.	5. Q. B. to adv. K. Kt. fourth square
6. Q. P. two squares	6. Q. to K. R. third square
7. K. Kt. P. one square	7. Q. to adv. K. R. third sq. and checks †
8. K. to K. B. second square	8. P. takes P. and checks
9. P. takes P.	9. Q. B. takes K. Kt.
10. K. B. takes K. B. P. and checks	10. K. to Q. square ‡
11. Q. takes Q. B.	11. Q. to her second square
12. K. R. takes K. R. P.	12. K. R. takes R.
13. K. B. takes K. Kt.	13. K. R. to adv. K. R. second square and checks
14. K. to K. Kt. square	14. K. R. takes Q. B. P. §
15. Q. takes K. B. and checks	15. Q. to K. square

* K. Kt. P. two squares is a better move.

† Black may also play as follows:—

	7. Q. B. to adv. K. R. third sq. and checks
8. K. to K. B. second square	8. K. Kt. P. two squares
9. P. takes P.	9. P. takes P.

10. Q. to her second square, &c.

‡ Had he moved K. to Q. second square, he would have lost the Q.

§ There are two variations on this move.

WHITE.	BLACK.
16. Q. B. to adv. K. Kt. fourth square and checks	16. K. to Q. second square
17. K. B. to adv. K. third sq. and checks	17. Q. takes K. B.
18. Q. to adv. Q. square and checks	18. K. to Q. B. third square
19. Q. P. one sq. and checks	19. Q. takes P.
20. P. takes Q. and checks	20. K. takes P.
21. Q. Kt. to Q. B. third square and checks	21. K. to his fourth square
22. Q. to adv. K. square and checks	22. K. to adv. Q. fourth square.

23. Q. to K. fourth square, checks, and will win.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to his B. square*	4. *Q. P. one square*
5. *K. Kt. to K. B. third square*	5. *Q. B. to adv. K. Kt. fourth square*
6. *Q. P. two squares*	6. Q. to K. B. third square
7. K. P. one square	7. Q. to K. R. third square
8. K. Kt. P. one square	8. Q. to adv. K. R. third sq. and checks
9. K. to his B. second square	9. P. takes P. and checks
10. P. takes P.	10. Q. B. takes K. Kt.
11. Q. takes Q. B.*	11. Q. to her second square

* White might also have taken K. B. P. and checked.

WHITE.	BLACK.
12. Q. takes Q. Kt. P.	12. Q. to Q. B. third square.

13. K. B. to adv. Q. Kt. fourth square, wins the Q. and the game.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *Q. P. one square*
5. *K. Kt. to K. B. third sq.*	5. *Q. B. to adv. K. Kt. fourth square*
6. *Q. P. two squares*	6. *Q. to K. B. third square*
7. *K. P. one square*	7. P. takes P.
8. P. takes P.	8. Q. B. takes K. Kt.
9. Q. takes Q. B.	9. Q. takes P.*

10. Q. takes Q. Kt. P. and will win.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *Q. P. one square*

* Instead of taking the Pawn, he should play Q. to Q. Kt. or Q. B. third square.

WHITE.	BLACK.
5. *K. Kt. to K. B. third sq.*	5. *Q. B. to adv. K. Kt. fourth square*
6. *Q. P. two squares*	6. *Q. to K. B. third square*
7. *K. P. one square*	7. *P. takes P.*
8. *P. takes P.*	8. Q. takes P.*
9. K. Kt. takes Q.	9. Q. B. takes Q.
10. K. Kt. takes K. B. P.	10. K. Kt. to K. R. third sq.
11. K. Kt. takes R.	11. K. Kt. P. one square
12. Q. B. takes P.	12. K. B. to K. Kt. second sq.
13. Q. B. P. one square	13. K. Kt. to K. B. fourth sq.

14. K. Kt. to adv. K. B. second square and will win.

FOURTH VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. B. to Q. B. fourth sq.*	3. *Q. to adv. K. R. fourth sq. and checks*
4. *K. to K. B. square*	4. *Q. P. one square*
5. *K. Kt. to K. B. third sq.*	5. *Q. B. to adv. K. Kt. fourth square*
6. *Q. P. two squares*	6. *Q. to K. R. third square*
7. *K. Kt. P. one square*	7. K. Kt. P. two squares
8. K. R. P. two squares	8. K. B. P. one square
9. K. P. one square	9. Q. P. takes P.
10. Q. P. takes P.	10. Q. B. P. takes P.
11. Q. to adv. Q. fourth square	11. Q. B. takes K. Kt.

* Evidently a bad move, as he cannot avoid the loss of the K. R.

WHITE.	BLACK.
12. Q. takes Q. B.	12. Q. B. P. one square *
13. K. R. P. takes K. Kt. P.	13. Q. takes P.
14. K. Kt. P. takes P.	14. P. takes P.
15. Q. B. takes P.	15. Q. to K. B. third square
16. Q. Kt. to Q. B. third sq.	16. K. B. to K. R. third square (*Or* A)
17. Q. R. to K. sq. and checks	17. K. to K. B. square (*Or* B) (*Or* C)

* If, instead of this move, Black play Q. to Q. B. third square, you should play

13. K. B. to adv. Q. fourth square	13. Q. takes Q. B. P. (*Or* A) (*Or* B)
14. Q. Kt. to Q. B. third square	14. If he advance the Q. B. P. one square, or play Q. Kt. to Q. B. third square, he will lose the Q. by your playing K. B. to K. fourth square; but if he play K. Kt. P. one square
15. Q. takes P.	15. Q. to adv. Q. third square and checks
16. K. to his Kt. second square.	16. Must lose a piece.

(*Or* A)

	13. Q. to Q. Kt. fourth square and checks
14. Q. B. P. two squares	14. Q. to Q. B. fourth square
15. K. B. takes Q. Kt. P.	15. Q. take P. and checks
16. K. to K. Kt. second square	16. K. P. one square.
17. K. R. to K. square, &c.	

(*Or* B)

	13. Q. to Q. R. third sq. and checks
14. Q. B. P. two squares	14. Q. B. P. one square
15. Q. to adv. K. R. fourth square and checks	15. K. to Q. square
16. K. B. takes K. Kt.	16. K. R. takes K. B.
17. Q. to adv. K. B. second square	17. K. R. to its square.

18. It would not be good play to check with the Q. and then take K. R.; you should play K. R. to its second square, and you will have the best of the game.

WHITE.	BLACK.
18. Q. B. takes K. B. and checks	18. Kt. takes Q. B.
19. Q. takes Q. and checkmates.	

(*Or* A)

	16. K. B. to Q. third square
17. Q. R. to K. square and checks	17. K. to Q. square, or Q. second square (*Or* D)
18. R. to Q. square will gain the B. and the game.	

(*Or* B)

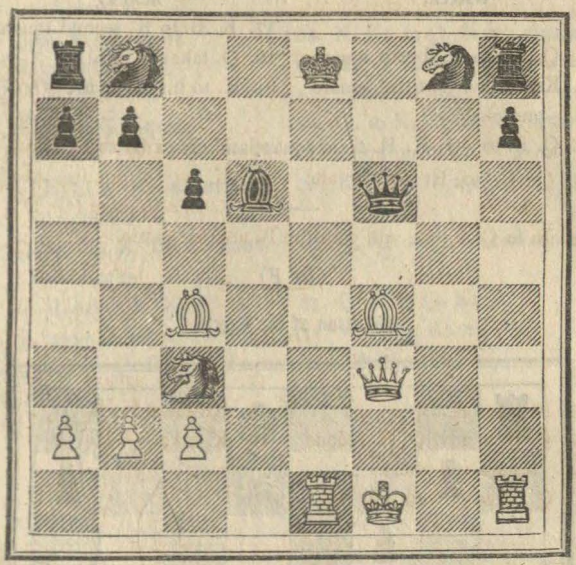
	17. K. to Q. square
18. R. takes K. B.	18. Kt. takes K. R.
19. Q. B. to adv. Q. B. second square and checks	19. K. takes Q. B.
20. Q. takes Q. and will win.	

(*Or* C)

	17. K. to Q. second square
18. Q. to Q. third square and checks	18. K. to Q. B. square.
19. R. to adv. K. square and checkmates the next move.	

(*Or* D)

Position of the Pieces.



WHITE.	BLACK.
	17. K. Kt. to K. second square (*Or* E)
18. Q. Kt. to K. fourth square	18. Q. takes Q. B.
19. Kt. takes K. B. and checks	19. Q. takes Kt.
20. K. R. to adv. K. R. third sq.	20. Q. takes K. R. (*Or* F)
21. Q. to adv. K. B. second sq. and checks	21. K. to Q. square
22. Q. takes Kt. and checks	22. K. to Q. B. square
23. K. B. to adv. K. third sq. and checks	23. Q. Kt. to Q. second square
24. Q. takes Q. Kt. and checks	24. K. to Q. Kt. square.

25. Q. to adv. Q. third square and checkmates

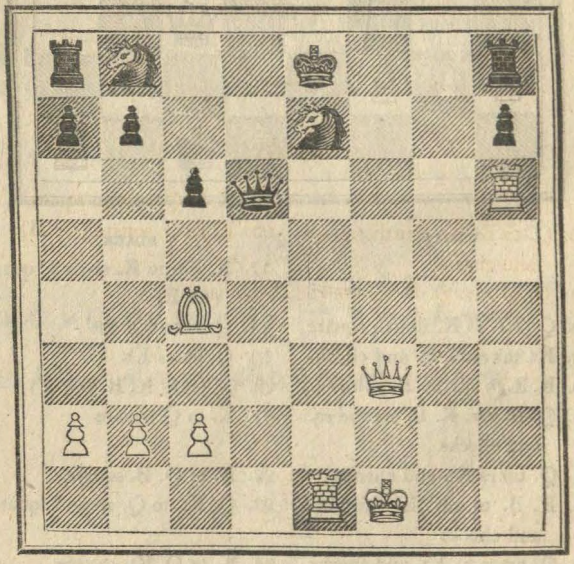
(*Or* E)

WHITE.	BLACK.
	17. K. B. to K. second square
18. Q. Kt. to K. fourth square	18. Q. takes Q. Kt. P.
19. Kt. to adv. Q. third square and checks	19. K. to his B. square (*Or* G).

20. Q. B. to adv. K. R. third square and checkmates.

(*Or* F)

Position of the Pieces.



WHITE.	BLACK.
	20. Q. to her second square
21. Q. to adv. K. R. fourth sq. and checks	21. K. to Q. square
22. Q. R. to Q. square	22. K. Kt. to Q. fourth square
23. B. takes Kt.	23. R. to K. B. square and checks
24. K. to K. Kt. square	24. Q. to K. Kt. second square and checks
25. K. B. to K. Kt. second sq. and checks	25. K. to Q. B. square
26. Q. to K. R. third square and checks	26. Q. Kt. to Q. second square
27. K. R. takes K. R. P.	27. Q. takes Q. Kt. P.
28. Q. takes Q. Kt. and checks	28. K. to Q. Kt. square.

29. Q. to adv. Q. B. second square and checkmates.

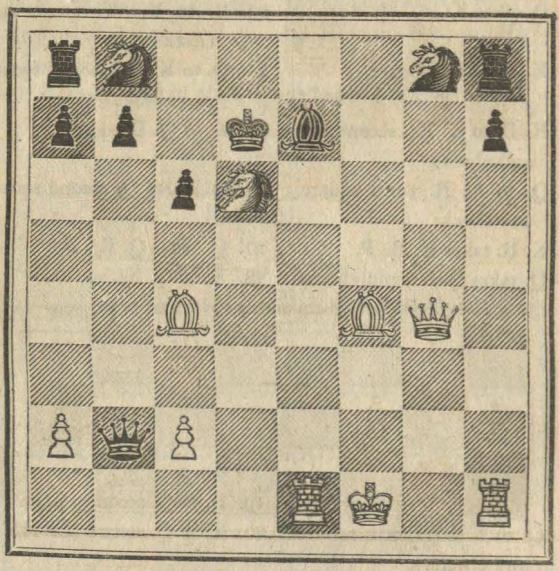
(*Or* G)

	19. K. to Q. second square
20. Q. to K. Kt. fourth square and checks	20. K. to Q. square (*Or* H).

21. Q. to adv. Q. B. square and checkmates.

(*Or* H)

Position of the Pieces.



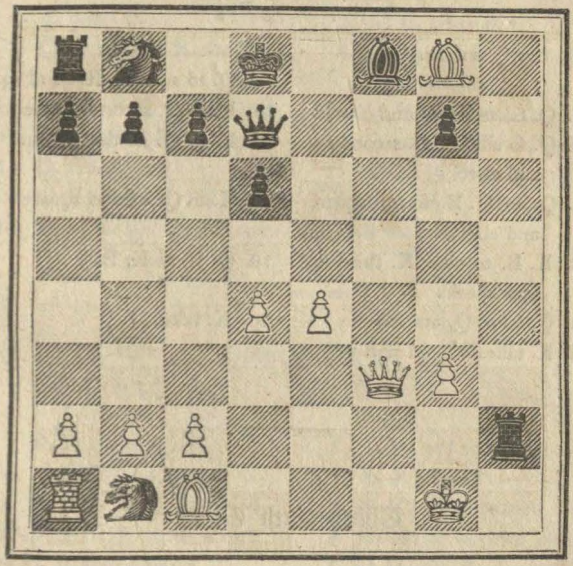
WHITE.	BLACK.
	20. K. to Q. B. second square
21. Kt. to adv. Q. B. sq. and checks with Q. B.	21. K. to Q. square
22. R. to Q. square and checks	22. K. to his square
23. Q. to adv. K. R. fourth sq. and checks	23. K. to his B. square.

24. Q. to adv. K. B. second square and checkmates.

FIFTH VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

Position of the Pieces.



WHITE.	BLACK.
	14. K. R. to its square
15. Q. takes K. B. and checks	15. Q. to K. square
16. Q. B. to adv. K. Kt. fourth square and checks	16. K. to Q. second square
17. Q. takes adv. K. Kt. P. and checks	17. K. to Q. B. third square
18. Q. takes K. R.	18. Q. Kt. to Q. second square
19. K. B. to adv. Q. fourth sq. and checks	19. K. to Q. Kt. third square
20. Q. takes Q.	20. R. takes Q.

21. Q. Kt. to Q. second square and will win.

SIXTH VARIATION,

BEGINNING AT THE FOURTEENTH MOVE OF THE BLACK.

See the preceding Diagram.

WHITE.	BLACK.
	14. Q. to adv. K. R. third sq.
15. Q. takes K. B. and checks	15. K. to Q. second square
16. Q. to adv. K. B. second sq. and checks	16. K. to Q. B. third square
17. Q. to Q. B. fourth square and checks	17. K. to Q. second square *
18. K. B. to adv. K. third sq. and checks	18. Q. takes K. B.
19. Q. takes Q. and checks	19. K. takes Q.
20. K. takes R. and will win.	

Thirty-ninth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. B. to Q. B. fourth sq.	3. K. B. to K. second square †

* If the Black were to play his King to Q. Kt. third square, White should check with Q. at her Kt. fourth square, obliging Black to retire to Q. B. third square, (for if he played K. to Q. R. third square he would be checkmated in two moves,) then advance Q. P. one square, and afterwards play K. B. to adv. K. third square winning the Q.

† It is better to check with the Q. and then play K. Kt. P. two squares.

WHITE.	BLACK.
4. Q. P. two squares	4. K. B. to adv. K. R. fourth square and checks
5. K. to K. B. square	5. K. Kt. P. two squares
6. K. Kt. P. one square	6. P. takes P.
7. P. takes P.	7. K. B. takes P.
8. Q. to adv. K. R. fourth sq.	8. Q. to K. B. third square and checks
9. K. Kt. to K. B. third sq.	9. Q. P. one square *
10. Q. B. takes P.	10. Q. to K. Kt. third square
11. Q. takes Q.	11. K. B. P. takes Q.
12. K. B. takes K. Kt.	12. R. takes K. B.

13. K. to K. Kt. second square and will win.

Fortieth Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. B. to Q. B. fourth sq.	3. K. Kt. to K. second sq.†
4. Q. to K. B. third square	4. K. Kt. to its third square
5. Q. P. two squares	5. Q. to adv. K. R. fourth sq. and checks
6. K. Kt. P. one square	6. P. takes P.
7. K. B. takes K. B. P. and checks	7. K. to Q. square
8. K. R. P. takes P.	8. Q. to K. B. third square
9. Q. takes Q.	9. K. Kt. P. takes Q.

10. K. B. takes K. Kt. and will win.‡

* K. B. to adv. K. B. fourth square is a better move.

† This is not a good move; he ought to check with the Q. and then advance K. Kt. P. two squares.

‡ This game is very ill played by the Black.

DEFENCE TO THE KING'S GAMBIT.

Forty-first Game.

BLACK HAVING THE FIRST MOVE.

BLACK.	WHITE.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square
5. K. Kt. to adv. K. fourth sq.	5. Q. to adv. K. R. fourth sq. and checks
6. K. to K. B. square	6. K. Kt. to K. B. third sq.*
7. K. Kt. takes K. B. P.†	7. Q. P. two squares
8. K. B. takes Q. P.	8. K. Kt. takes Q. B.
9. K. Kt. takes K. R.	9. K. Kt. to K. B. third sq.
10. K. P. one square	10. K. Kt. to adv. K. fourth sq.
11. Q. to K. second square	11. Kt. to adv. K. Kt. third sq. and checks
12. K. R. P. takes K. Kt.	12. Q. takes K. R. and checks
13. K. to his B. second square.	13. K. B. to Q. B. fourth sq., checks, and will win.

* This is Salvio's move; it is better to play the Kt. to K. R. third square.

† This is a bad move; he should play Q. to K. square and he would then have the best of the game.

VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE BLACK.

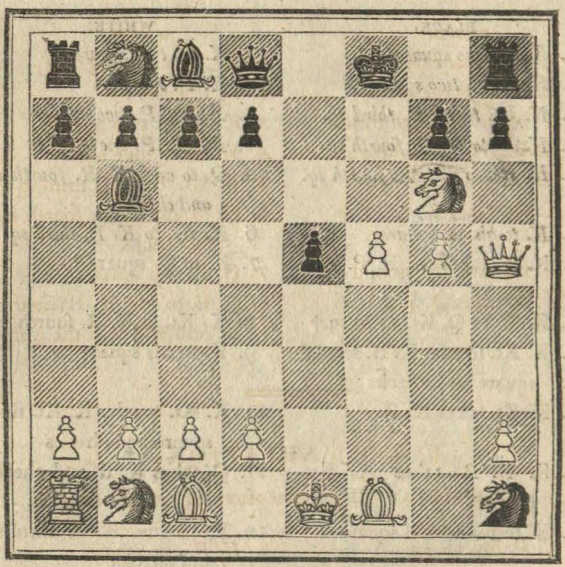
BLACK.	WHITE.
1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *Q. to adv. K. R. fourth sq. and checks*
6. *K. to his B. square*	6. *K. Kt. to K. B. third sq.*
7. K. B. takes K. B. P. and checks	7. K. to Q. square *
8. K. B. to Q. Kt. third sq.†	8. K. Kt. to K. R. fourth sq.
9. K. Kt. to adv. K. B. second square and checks	9. K. to his square
10. K. Kt. takes K. R.	10. K. Kt. to adv. K. Kt. third square and checks
11. K. R. P. takes K. Kt. (*Or* A)	11. Q. takes K. R. and checks
12. K. to his second square	12. P. to adv. K. B. third sq. and checks
13. P. takes P.	13. P. takes P. and checks
14. K. to his B. second square.	14. Q. takes Q. and will win.

* This is not your best move; you ought to play K. to his second sq.

† He ought not to remove the K. B.; he should play either the Q. or the Q. P.

(*Or* A)

Position of the Pieces.



BLACK.	WHITE.
11. K. to his Kt. square	11. K. B. to Q. B. fourth sq. and checks
12. Q. P. two squares	12. K. B. takes Q. P. and checks
13. Q. takes K. B.	13. K. Kt. to adv. K. second square and checks
14. K. to his B. square.	14. Kt. takes Q. and will win.

Forty-second Game.

BLACK.	WHITE.
1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. P. takes P.
3. K. Kt. to K. B. third sq.	3. K. Kt. P. two squares
4. K. B. to Q. B. fourth sq.	4. K. Kt. P. one square
5. K. Kt. to adv. K. fourth sq.	5. K. Kt. to K. R. third sq.*
6. K. Kt. takes K. Kt. P.†	6. Q. to adv. K. R. fourth sq. and checks
7. K. Kt. to K. B. second sq.	7. Q. P. two squares
8. K. B. takes Q. P. ‡	8. Q. B. to adv. K. Kt. fourth sq. and will win the game.

FIRST VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE BLACK.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *K. Kt. to K. R. third sq.*
6. *K. Kt. takes K. Kt. P.*	6. *Q. to adv. K. R. fourth sq. and checks*
7. *K. Kt. to K. B. second sq.*	7. *Q. P. two squares*
8. K. P. takes Q. P.	8. Gambit P. one square

* It is better play to check with the Queen.

† Q. P. two squares is the proper move.

‡ Instead of this move, he ought to play K. B. to K. second square; you would, however, have much the best of the game.

BLACK.	WHITE.
9. K. B. to adv. Q. Kt. fourth square and checks	9. Q. B. P. one square
10. P. takes Q. B. P.	10. Q. to K. second square and checks
11. K. to K. B. square	11. P. takes K. Kt. P. and checks
12. K. takes P.	12. Q. to K. Kt. fourth square and checks
13. K. to K. B. square	13. Q. takes K. B. and checks
14. Q. P. one square	14. Kt. takes P. and will win.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1. *K. P. two squares*	1. *K. P. two squares*
2. *K. B. P. two squares*	2. *K. P. takes P.*
3. *K. Kt. to K. B. third sq.*	3. *K. Kt. P. two squares*
4. *K. B. to Q. B. fourth sq.*	4. *K. Kt. P. one square*
5. *K. Kt. to adv. K. fourth sq.*	5. *K. Kt. to K. R. third sq.*
6. *K. Kt. takes K. Kt. P.*	6. K. Kt. takes K. Kt.
7. Q. takes K. Kt.	7. Q. P. two squares
8. Q. takes Gambit P.	8. Q. P. takes K. B.
9. Q. to adv. K. fourth square and checks	9. Q. B. to K. third square
10. Q. takes K. R.	10. Q. to adv. K. R. fourth sq. and checks
11. K. to K. B. square	11. Q. to adv. K. B. fourth sq. and checks
12. K. to K. Kt. square	12. Q. takes K. P.
13. K. R. P. one square	13. Q. B. to Q. fourth square
14. Q. to adv. K. Kt. square *	14. K. B. P. two squares

* If he were to play K. R. to its second square, you would checkmate immediately with the Q.

BLACK.	WHITE.
15. Q. to K. Kt. third square *	15. K. B. P. one square
16. Q. to K. B. third square †	16. Q. to adv. K. square and checks
17. Q. to K. B. square	17. K. B. to Q. B. fourth sq. and checks
18. K. to K. R. second square.	18. Q. to adv. K. Kt. third sq. and checkmates.

Forty-third Game.

1. K. P. two squares	1. K. P. two squares
2. K. B. P. two squares	2. K. B. P. two squares ‡
3. K. P. takes P. §	3. Q. to adv. K. R. fourth sq. and checks
4. K. Kt. P. one square	4. Q. to K. second square
5. Q. to adv. K. R. fourth sq. and checks	5. K. to Q. square
6. P. takes P.	6. Q. takes P. and checks
7. K. B. to K. second square	7. K. Kt. to K. B. third sq.
8. Q. to K. B. third square	8. Q. P. two squares
9. K. Kt. P. one square ‖	9. K. R. P. two squares

* If he play Q. to your K. Kt. fourth square, you must check with the Q. at his K. square, then with K. B. &c.

† If he play the Q. to K. B. second square, you must play K. B. to Q. B. fourth square, &c.

‡ This is not a good move ; White ought to take the Pawn.

§ Black should check with the Q. at adv. K. R. fourth square, and if the White interpose the P., the Q. should be moved to K. second square.

‖ As Black cannot ultimately defend the Gambit Pawn, it would be better to play Q. B. P. one square.

BLACK.	WHITE.
10. K. R. P. one square	10. P. takes K. Kt. P.
11. K. R. P. takes P.	11. R. takes R.
12. Q. takes R.	12. Q. to adv. K. Kt. third sq. and checks
13. K. to Q. square	13. K. Kt. takes P.
14. Q. takes P. and checks	14. Q. B. to Q. second square
15. K. Kt. to K. B. third sq.	15. K. Kt. to adv. K. B. second square and checks
16. K. to his square	16. Kt. to adv. Q. third square and checks
17. K. to Q. square	17. Q. to adv. K. square and checks
18. K. Kt. takes Q.	18. K. Kt. to adv. K. B. second sq. and checkmates.

Forty-fourth Game.

WHITE.	BLACK.
1. K. B. P. two squares *	1. K. P. two squares †
2. P. takes P.	2. Q. to adv. K. R. fourth sq. and checks
3. K. Kt. P. one square	3. Q. to adv. K. fourth sq.
4. K. Kt. to K. B. third sq.	4. Q. Kt. to Q. B. third sq.
5. Q. Kt. to Q. B. third sq.	5. Q. to K. B. fourth sq.
6. K. P. two squares	6. Q. to K. third square
7. Q. P. two squares	7. Q. to K. second square

* This method of opening the game is very unusual and should not be adopted.

† Black should play Q. P. two squares.

WHITE.	BLACK.
8. Q. B. to adv. K. Kt. fourth square	8. Q. to adv. Q. Kt. fourth square *
9. Q. R. P. one square	9. Q. takes Q. Kt. P.†

10. Q. Kt. to Q. R. fourth square and wins the Q.

QUEEN'S GAMBIT.

Forty-fifth Game.

1. Q. P. two squares	1. Q. P. two squares
2. Q. B. P. two squares	2. P. takes P.
3. K. P. one square ‡	3. Q. Kt. P. two squares §
4. Q. R. P. two squares	4. Q. B. P. one square
5. Q. R. P. takes P.	5. Q. B. P. takes P.

6. Q. to K. B. third square and wins the Q. R.‖

Forty-sixth Game.

1. Q. P. two squares	1. Q. P. two squares
2. Q. B. P. two squares	2. Q. P. takes P.

* K. B. P. one square is a better move.

† If instead of taking the P. he play Q. to Q. R. fourth square, by advancing Q. Kt. P. two squares you will gain a piece.

‡ It is better to play this P. two squares.

§ Black loses the game by this move; the Gambit Pawn cannot be successfully supported, he should have played K. P. two squares.

‖ Black may save Q. R. by playing Q. B. to Q. Kt. second square, or Q. Kt. to Q. B. third square; he must, however, lose a piece.

WHITE.	BLACK.
3. K. P. two squares	3. Q. Kt. P. two squares *
4. Q. R. P. two squares	4. Q. B. P. one square
5. Q. R. P. takes P.	5. P. takes P.
6. Q. Kt. P. one square	6. Q. R. P. two squares
7. Q. Kt. P. takes P.	7. Q. Kt. P. one square
8. Q. P. one square	8. K. P. one square
9. Q. Kt. to Q. second square	9. K. P. takes P.
10. K. P. takes P.	10. K. B. to Q. B. fourth sq.†
11. Q. Kt. to its third square	11. K. B. to Q. Kt. third sq.
12. Q. B. P. one square	12. Q. to K. second square and checks
13. Q. to K. second square	13. Q. takes Q.
14. K. B. takes Q.	14. K. B. to Q. square
15. K. B. to adv. Q. Kt. fourth square and checks	15. K. to K. B. square
16. Q. B. P. one square	16. K. B. to Q. Kt. third sq.
17. Q. B. to K. third square	17. K. B. takes Q. B.
18. K. B. P. takes B.	18. K. Kt. to K. B. third sq.
19. Q. P. one square	19. K. Kt. P. one square ‡
20. Q. P. one square	20. Q. B. takes P.
21. P. takes Q. B.	21. Q. Kt. takes P.
22. K. B. takes Kt.	22. Kt. takes K. B.

23. R. takes Q. R. P. and will win.

* Black loses the game by this move, he ought to have played K. P. two squares.

† This is not well played; Q. Kt. to Q. second square is much better.

‡ It would be better to play the Q. B. and afterwards the K. to his second square.

Forty-seventh Game.

WHITE.	BLACK.
1. Q. P. two squares	1. Q. P. two squares
2. Q. B. P. two squares	2. Q. B. P. two squares *
3. Q. P. takes P.	3. Q. to Q. R. fourth square and checks †
4. Q. to her second square	4. Q. takes Q.
5. Q. Kt. takes Q.	5. Q. P. takes P.
6. Kt. takes P.	6. K. P. one square
7. Q. Kt. to adv. Q. third sq. and checks	7. K. B. takes Q. Kt.
8. P. takes B.	8. K. Kt. to K. B. third sq.
9. K. B. P. one square	9. K. castles
10. K. P. two squares	10. K. P. one square
11. Q. Kt. P. one square	11. R. to Q. square
12. Q. B. to Q. R. third sq.	12. K. Kt. to K. square
13. Q. R. to Q. square	13. Q. B. to K. third square ‡
14. K. B. to Q. B. fourth sq.	14. Q. B. to Q. second square
15. K. Kt. P. one square	15. Q. Kt. P. two squares
16. K. B. to adv. Q. fourth sq.	16. Q. B. to its third square
17. Q. B. to adv. Q. B. fourth sq.	17. Q. B. takes K. B.
18. R. takes Q. B.	18. Q. Kt. to Q. second square

* It is better to take the Pawn.

† If, instead of this move, Black should take the P., White must check with the Q.; and if the Black play Q. Kt. to Q. second square, White must advance the P. on the Kt.; but if the Black play Q. or Q. B. to Q. second or Q. Kt. to Q. B. third square, White must take the P. with the Q. and will have the best of the game.

‡ Q. Kt. to Q. B. third square is better.

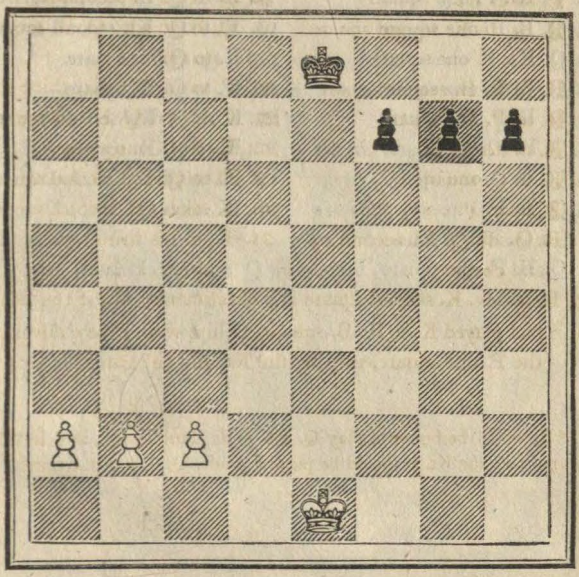
WHITE.	BLACK.
19. Q. Kt. P. one square	19. Q. R. P. two squares *
20. Q. R. P. one square	20. P. takes P.
21. P. takes P.	21. R. to adv. Q. R. square and checks
22. K. to K. B. second square	22. R. to adv. Q. B. square
23. K. to K. Kt. second square	23. Kt. takes Q. B.
24. P. takes Kt.	24. Q. Kt. P. one square
25. K. Kt. to K. second square	25. Q. R. to adv. Q. B. second square
26. K. to K. B. second square	26. P. to adv. Q. Kt. third sq.
27. R. to Q. Kt. square	27. P. to adv. Q. Kt. second sq.
28. K. to his square	28. K. B. P. one square
29. K. to Q. square	29. R. to adv. Q. B. fourth sq.
30. R. takes P.	30. K. to K. B. second square
31. R. to adv. Q. Kt. second sq. and checks	31. K. to his third square.

32. R. to adv. K. second square and checkmates; but if the Black had played K. to K. B. square, White would have advanced the P. one square, gaining the Kt. and the game.

* It would be better to play Q. Kt. to its third square, and if White does not take the Kt. it should be played to adv. Q. B. fourth square.

THE BEST METHOD OF PLAYING PAWNS AND THE KING AT THE END OF THE GAME.*

Position of the Pieces.



WHITE.	BLACK.
1. Q. R. P. two squares	1. K. to Q. second square
2. Q. R. P. one square	2. K. to Q. B. third square

* This situation, if well played, is a drawn game; the method of drawing it is for both players to keep one of the Pawns unmoved, for he who moves all his Pawns first will lose, because his adversary can gain the move by advancing the unmoved Pawn one or two squares.

WHITE.	BLACK.
3. Q. B. P. two squares	3. K. R. P. two squares
4. Q. Kt. P. two squares	4. K. Kt. P. two squares
5. K. to K. B. second square	5. K. B. P. two squares
6. K. to K. Kt. third square	6. K. R. P. one sq. and checks
7. K. to K. R. third square	7. K. B. P. one square
8. K. to K. Kt. fourth square	8. K. to Q. Kt. second square
9. Q. Kt. P. one square	9. K. to Q. B. second square
10. Q. B. P. one square	10. K. to Q. Kt. second square
11. Q. Kt. P. one square	11. K. to Q. Kt square
12. Q. R. P. one square	12. K. to Q. R. square
13. Q. R. P. one square	13. K. to Q. Kt. second square
14. Q. B. P. one sq. and checks	14. K. to Q. R. square
15. Q. B. P. one square	15. K. to Q. Kt. second square
16. Q. R. P. one sq., becomes a Q. and checks	16. K. takes Q.

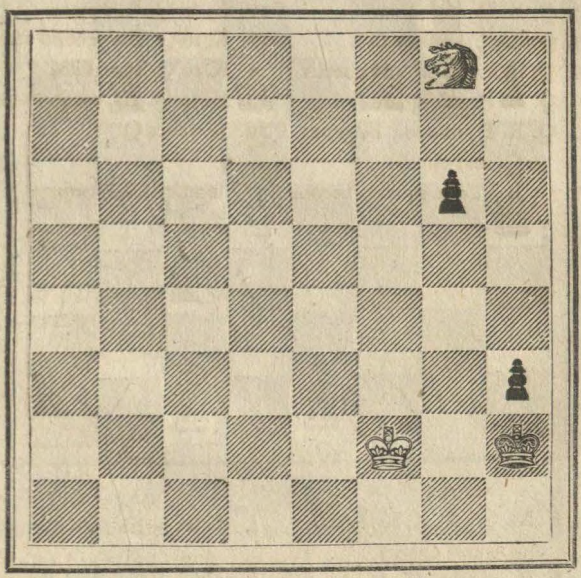
17. Q. B. P. one square, becomes a Q. and checkmates.

ENDS OF GAMES.

FIRST SITUATION.

WHITE TO MOVE, AND TO CHECKMATE IN FOUR MOVES.

Position of the Pieces.

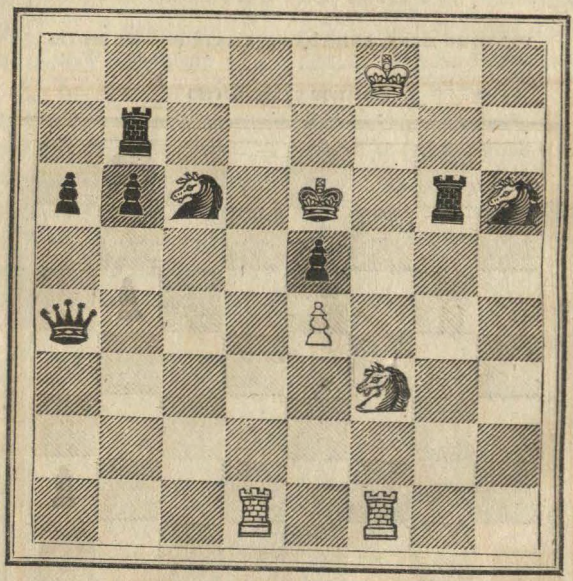


WHITE.	BLACK.
1. K. Kt. to adv. K. B. third sq.	1. K. Kt. P. one square
2. Kt. to K. Kt. fourth square and checks	2. K. to adv. K. R. square
3. K. to K. B. square	3. K. R. P. one square
4. Kt. to K. B. second square and checkmates.	

SECOND SITUATION.

WHITE TO MOVE, AND TO CHECEMATE IN THREE MOVES.

Position of the Pieces.

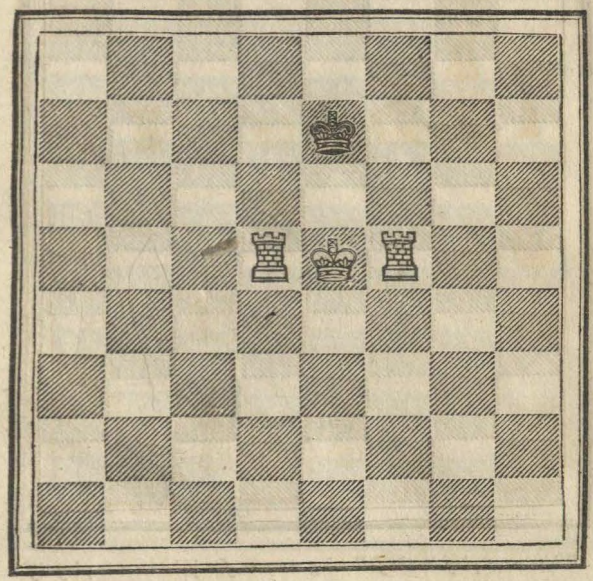


WHITE.	BLACK.
1. K. Kt. to adv. K. Kt. fourth square and checks	1. R. takes K. Kt.
2. K. R. to adv. K. B. third square and checks	2. K. takes K. R.
3. Q. R. to adv. Q. third square and checkmates.	

THIRD SITUATION.

WHITE TO MOVE AND TO CHECKMATE THE BLACK IN THREE MOVES, ON CONDITION OF PLAYING HIS PIECES ALTERNATELY.

Position of the Pieces.



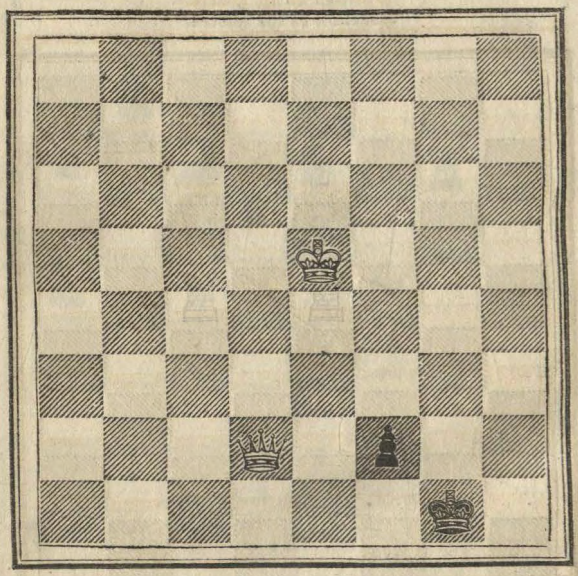
WHITE.	BLACK.
1. K. R. to K. B. square	1. K. to his square
2. K. to adv. K. B. third sq.	2. K. to K. B. square.
3. Q. R. to adv. Q. square and checkmates.*	

* The checkmate may also be given by playing Q. R. to Q. square, then K. to adv. Q. third square, and afterwards checkmating with the K. R.

FOURTH SITUATION.

WHITE TO MOVE AND TO WIN.

Position of the Pieces.



White must play in the following manner, for if he were to play differently, it would be a forced drawn game.*

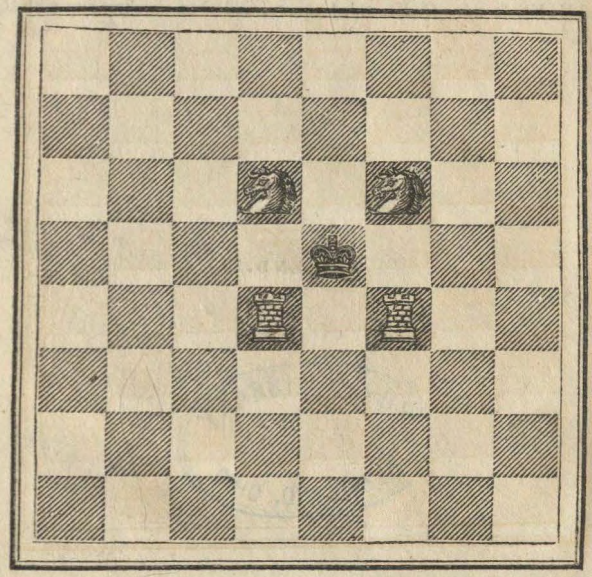
WHITE.	BLACK.
1. K. to K. B. fourth square	1. P. one square and becomes a Q.
2. K. to K. Kt. third sq. and will checkmate in two moves	

* This is not strictly correct, for the White would win though he play the Q. to K. third square, or to adv. K. Kt. fourth square.

FIFTH SITUATION.

WHITE TO MOVE, AND TO CHECKMATE IN FOUR MOVES.

Position of the Pieces.*



WHITE.	BLACK.
1. Q. Kt. to adv. K. B. second square and checks	1. K to K. third square
2. K. Kt. to adv. K. R. second square	2. K. to his second square

* Greco does not give the position of the White King, as he is of no use in effecting the checkmate.

WHITE.	BLACK.
3. Q. Kt. to adv. K. R. third square	3. K. any where.

4. K. R. checkmates at K. fourth square.*

† The checkmate may also be given in a similar manner by playing the K. Kt. to adv. Q. second square, then Q. Kt. to adv. Q. Kt. second square, then K. Kt. to adv. Q. Kt. third square, and then checkmating with the Q. R.

THE END.

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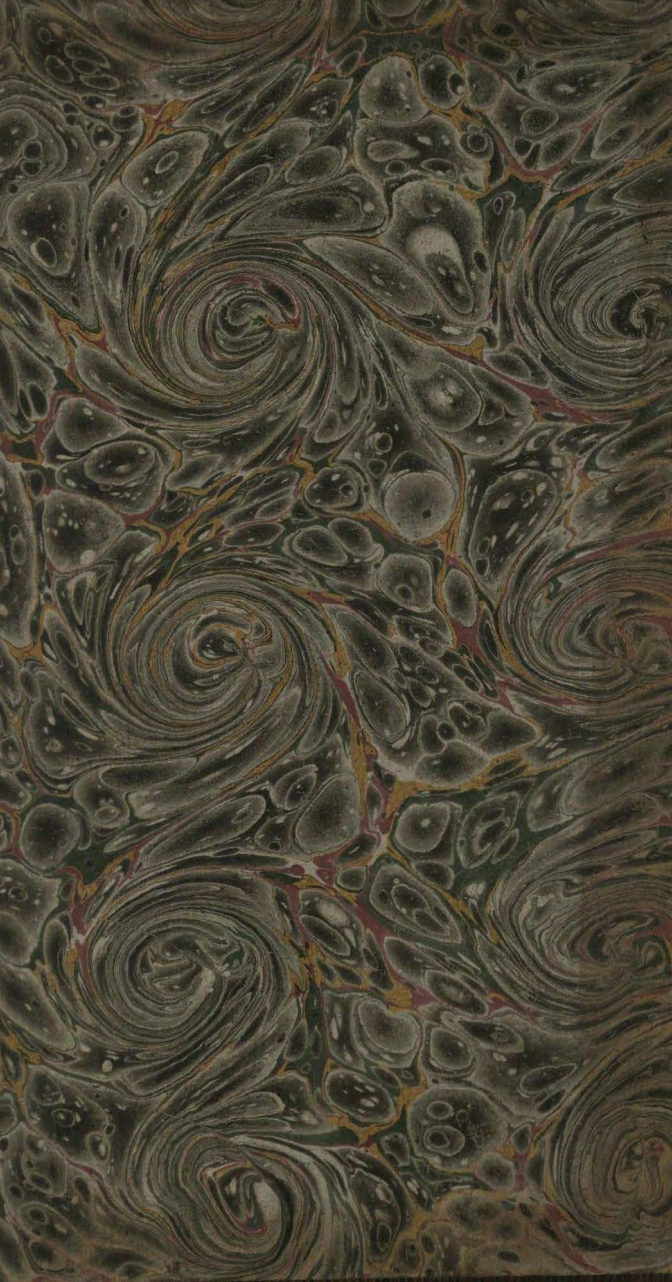
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